

Ultima[®] VII

CLUE BOOK

*Key to the
Black Gate*

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Ultima® VII

CLUE BOOK

KEY TO THE BLACK GATE™

*Compiled by Anton of New Magincia,
Apprentice to the Mage Alagner,
In Anticipation of the Avatar™*



ENGLISH TRANSLATION BY ANDREW P. MORRIS

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*To Regina, for her support and understanding,
To Adam, for his inspiration,
To my family for their encouragement,
And to my friends for all of the above.*

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ULTIMA VII THE BLACK GATE™
Directed and Produced by Richard Garriott



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INTRODUCTION



Anton

Avatar, my mentor, the great and wise Alagner, has long since noticed the ill effects that have befallen the land during the past two hundred years since thy last visit. The cities are decaying, the people are poor, the animals underfed, and the land, itself, raped by those who have forgotten thee. There are many — and I must confess I am one of them — who doubt thy return. But doubt is nothing more than just that, and differs inherently from certainty.

It is from this lack of certainty that my mentor has bade me compile the following information, for shouldst thou return, the burden of righting the many ills of Britannia will fall upon thy shoulders. While I may possess the knowledge gleaned from gathering the facts contained herein, I lack the courage and conviction necessary to return our fair land to its former, virtue-oriented state. However, thou hast repeatedly demonstrated thine own fearless determination.

With the wisdom compiled within these pages and the strength of will from thine own heart, thou wilt have — my mentor and I are positive — the tools necessary to complete the enormous quest set before thee.

In compiling this information, I encountered many individuals that were very informative about their local area. I have transcribed their words and included their portraits so that thou may recognize them on thy own journeys. I have also written of my own experiences and signified these inclusions by using the letter that begins my name along with a quill to represent my status as compiler.

I have decided to provide for thee not only listings of various services available, but also a description of the cities and local populations. Much has changed since thy last visit, and information on the towns and faces of Britannia will help thee cull through the masses and find those most likely to be of use.

In addition, I have contacted two other sources, both of unusual nature; sources who can actually foretell the future, and foretell it with accuracy. I sought first the mythical Wisps. With their insatiable thirst for information, I was sure they would possess a vast body of knowledge. In that I was not disappointed. However, their information was cryptic and incomplete, and the cost for further explication far too high. Thus, I next searched for the legendary Time Lord. After all, to him, the future is no more hidden than the past. Indeed, I found his wisdom extensive, and his fee nonexistent. Both sources have I compiled for thee. Make of either — or both — what thou wilt.

Anton of New Magincia

TOWNS OF BRITANNIA

Here, of course, is a map of all Britannia. Though thou art undoubtedly quite familiar with most of our land, enough has changed during the last two centuries to warrant the inclusion of this up-dated copy. Do not be deceived by first glances, for though the shape of the continent is the same, its face is very different.

This map, like most of my text, is actually a compilation from a variety of sources. The twins in Moonglow had much to offer, as did the scholar, Perrin, in Yew. Their knowledge, coupled with a basic sketch provided by my mentor, enabled me to weave together the geographical pieces of Britannia.

With this, and all other subsequent maps, I hope that thou canst always place thy location in our once-fair land. That alone should help speed thee along in thy endeavors.





I am sure thy friend will have heard of Britain, for who in Britannia has not? Needless to say, thy friend shouldst visit the castle first, for if the Avatar will truly be returning, Lord British will desire an audience. I know this from the other council members who claim he has once again set aside a spellbook and other items of use within the castle shouldst the Avatar ever be present to need them.

Of course, there are plenty of shops from which to equip oneself, if thy friend is unable to speak with Lord British. Britain boasts a great many merchants, from provisioners to tavern keepers, apothecaries to weaponsmiths, trainers to shipwrights. Unfortunately, the healers still never do well here. There is only one left, and since Lord British heals without charge, Csil is falling prey to the same problem that has plagued his profession here in Britain for centuries!

The city has grown since the Avatar's last visit. Though many of the royally supported institutions are still present, such as the Mint and the Music Hall, there are also new objects of interest. My husband directs at the Royal Theatre. Currently, he is producing his own work, *The Trials of the Avatar*. Surely thy friend will wish to see that. The costumes are fantastic! Naturally so, for Raymundo himself designed them. The dear man cannot sew a whit, though, and Gaye charged him 30 gold just to make the Avatar's costume!

We also have an amusement area, where one can watch a puppet show (Carroccio charges a gold for it, however), or pull a sword from a rock or some such, or hit a hammer to ring a bell. In all honesty, I have never seen these, but people around town have been raving about them for quite a while.

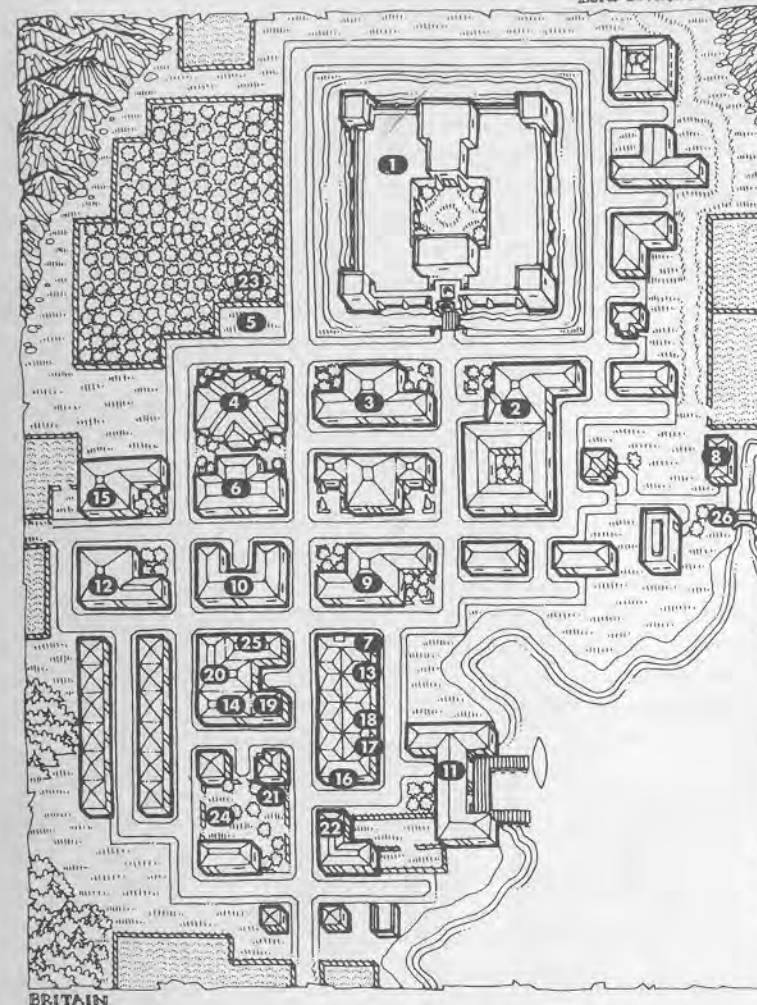
If thy friend shouldst be in need of money, there are a number of workers here who will pay for a little assistance. Willy, the baker, rarely pays for flour (even though he promises it!), but will pay well to have his bread baked. And two farmers, Brownie and Mack, each pay gold for unskilled labor. Brownie needs help picking pumpkins from his patch and Mack does not usually have time to gather the eggs from his chicken coop every three hours. Also, Sean buys gems at around 30 gold apiece, should the Avatar prefer to earn money by selling old jewelry.

I must not forget The Fellowship! Though not a member, myself, I can tell thee a little about it. For example, the first branch was established here in Britain by Batlin, himself! In fact, he is still the head here. Batlin is an excellent person to whom the Avatar shouldst speak about joining. And, Britain has the greatest number of members in all of Britannia, though I hear Buccaneer's Den is highest in its member to non-member ratio. But who would rather live there than here, except retired pirates and gamblers!



I tried to enter the castle proper but was prevented at first by that rascal, Chuckles. He continually forced me to play a foolish word game which took some time to untangle. Finally, I noticed the pattern of single-syllable words in all of his sentences, and was able to satisfy his thirst for amusement.

Lord British's castle



BRITAIN

BRITAIN

- | | |
|--------------------------|--------------------------|
| 1) Lord British's Castle | 15) Trainer (Zella) |
| 2) Mint | 16) Jeweler (Sean) |
| 3) Music Hall | 17) Armourer (Grayson) |
| 4) Royal Theatre | 18) Iolo's Bows |
| 5) Amusement area | 19) Apothecary (Kessler) |
| 6) Fellowship hall | 20) Healer (Csil) |
| 7) Baker (Willy) | 21) Fish and chips |
| 8) Brownie | (Gordon) |
| 9) The Blue Boar | 22) Carts (Diane) |
| 10) Wayfarer's Inn | 23) Royal orchard (Figg) |
| 11) Shipwright (Clint) | 24) Farmers' market |
| 12) Trainer (Sentry) | 25) Trainer (Denby) |
| 13) Provisions (Gaye) | 26) To egg farm (Mack) |
| 14) Provisions (Greg) | |

Buccaneer's Den



Mandy

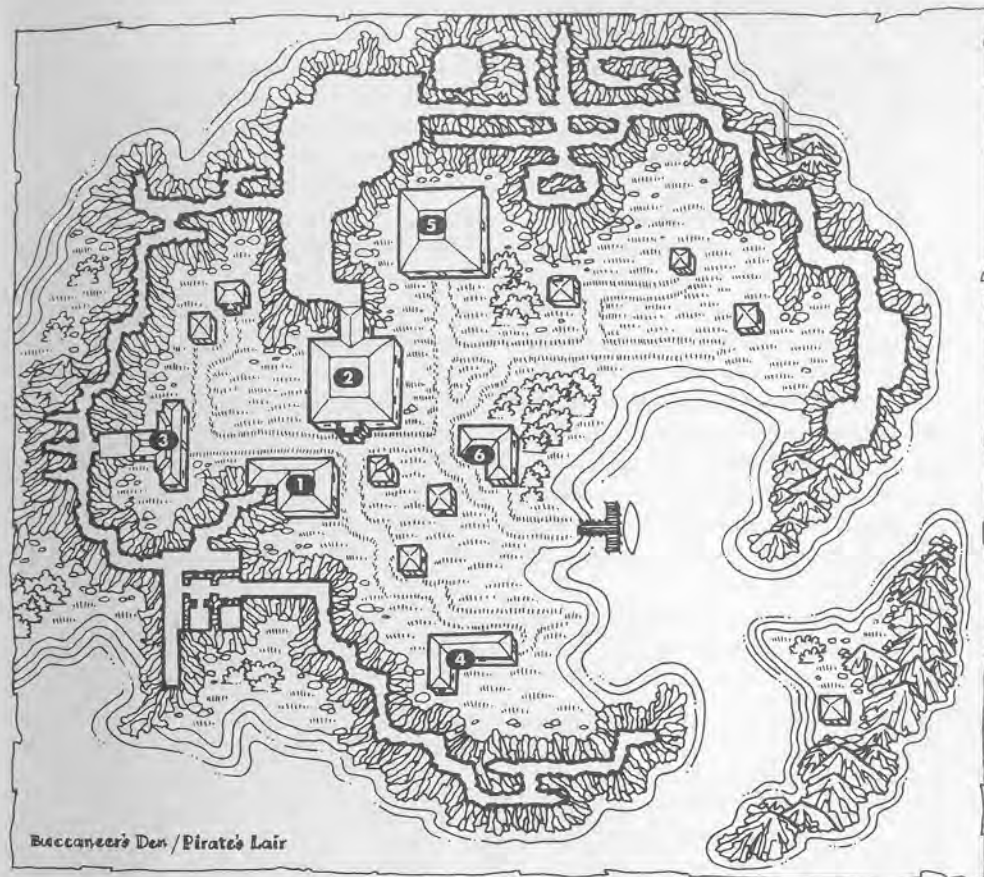
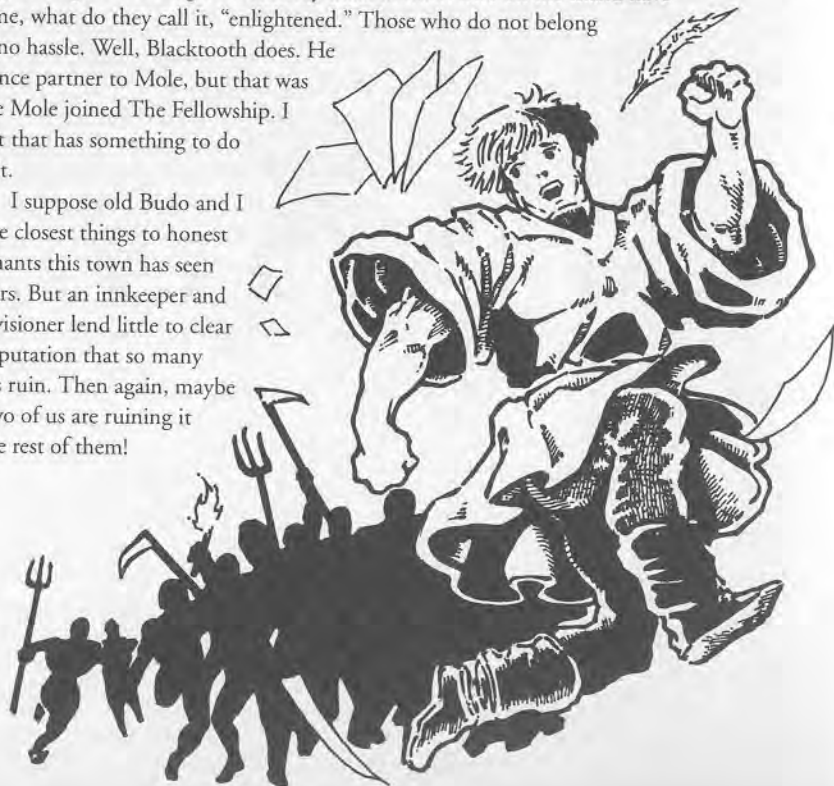
Centuries ago this was literally a den for the most ruthless pirates. However, as more and more civilized Britanniains moved to the island, fewer and fewer buccaneers took up residence. Today, while the times may not be as cutthroat as they once were, we have certainly begun to head back to those darker days.

Gambling and gaming have overrun the island, all run by retired rogues and scoundrels. Smithy is a good example. I do not know him well enough to fully describe his personality, though that should tell thee something right there. And his guard, Sintag, is not one to cross at the House of Games. While Lucky may not practice his "art" around here, he earns money by teaching others do so!

Not all of them are that bad, of course. Gordy, who also runs the games, is quite friendly. I can spot the sincerity in that one from the other side of the island. Glenno and his bunch — Martine, Wench and Roberto — are kinder souls. Especially Roberto. I could spend hours just basking in his, well, kindness.

We also have The Fellowship here. Danag is in charge mostly, even though Abraham is the true leader. Abraham is gone so often that most of us have become accustomed to seeing Danag leading the meetings. I would say most of them here on the island have become, what do they call it, "enlightened." Those who do not belong offer no hassle. Well, Blacktooth does. He was once partner to Mole, but that was before Mole joined The Fellowship. I expect that has something to do with it.

I suppose old Budo and I are the closest things to honest merchants this town has seen in years. But an innkeeper and a provisioner lend little to clear the reputation that so many others ruin. Then again, maybe the two of us are ruining it for the rest of them!



Buccaneer's Den / Pirate's Lair

BUCCANEER'S DEN

- | | |
|--------------------|----------------------|
| 1) House of Games | 4) Budo's |
| 2) Baths | 5) The Fallen Virgin |
| 3) Fellowship hall | 6) Trainer (Lucky) |

A Mandy offered little information that was directly useful, but her mention of The Fellowship's prominence piqued my attention. I quickly discovered she was telling the truth. Buccaneer's Den has more members in proportion to its residents than any other city in Britannia, including Britain! My research leads me to suspect this has something to do with the gaming.

A short side note regarding the mountainous tunnels on the island. Known locally as the Pirate's Lair, I by chance discovered that The Fellowship keeps torture devices within some of its chambers. This further inconsistency between their declared motives and actual practices makes me all the more skeptical. Investigate thoroughly, but cautiously.

Cove



Lord Heather

Welcome to the city of Passion. Here in Cove, love abounds everywhere. Feel free to ask any of our fine citizens. Actually, asking De Maria, our resident bard, to sing thee a song might best demonstrate our feelings. Then again, his favorite song is about poor Nastassia, the only person in Cove without a lover. Well, other than that mage, Rudyom; but what dost thou expect from a man who digs for roots and collects sulfur for a hobby? Ah, 'tis a shame, for Nastassia is very lovely.

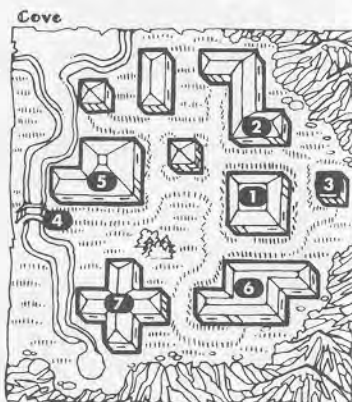
But then again, so is my dear Jaana. She once traveled with the legendary Avatar, assuming thou dost believe in that sort of thing. Well, I still love her despite her persistence in fueling such rumors.

The most recent illustration of our fine city's natural inclinations is provided by our trainer, Rayburt, and Pamela, who have become quite taken with each other (though I do not think his dog shares his feelings for her).

...Well, no, romance is not the sole topic of conversation here in Cove. We do have a problem or two, but what city doesn't? Just ask Zinaida. She will be more than happy to discuss our less than satisfactory water supply. I do hope those miners in Minoc become more careful soon!

COVE

- 1) Townhall
- 2) Rudyom
- 3) Trainer (Rayburt)
- 4) To the Shrine of Compassion
- 5) The Emerald
- 6) The Out'N'Inn
- 7) Healer (Jaana)



Speaking with Nastassia yielded nothing about love, as Lord Heather indicated, but I did learn of her sadness. Her father, Julius, disappeared in the Deep Forest before she was born, and her mother killed herself out of grief just after Nastassia's birth. The poor girl spends all her time caring for the Shrine of Compassion, in honor of her great-great grandmother.

Fellowship Island

On this island is, not surprisingly, the Meditation Retreat of The Fellowship. I can tell thee nothing of this place, save for the name of the man who is in charge, for Ian will permit only Fellowship members within its gates. However, outside of this restriction, he is friendly, and will answer any questions he deems appropriate.

Jhelom



Klifin

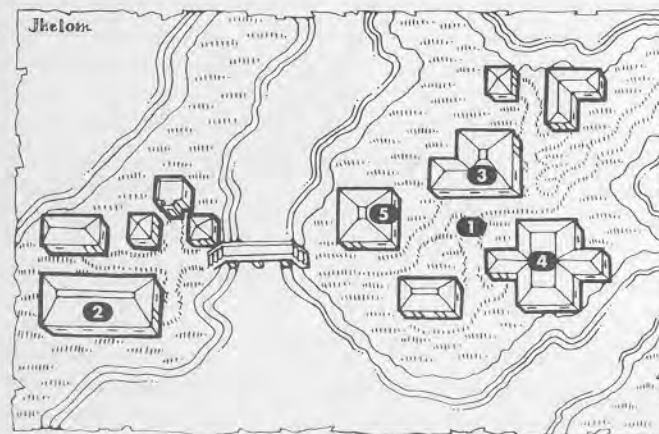
Though we have no formal brotherhood of knights, Jhelom is not without its share of good, hardy, solid fighters. Every day at noon, in fact, all of the townsfolk gather in the commons to spar and duel. Well, not everyone. Spellic and his barmaids are never on the field. I doubt Spellic has ever lifted a blade in his life, except, perhaps, to slice a carrot. And Daphne, well, though she may have the stature of a warrior, I would not be surprised if she was born with a scrub brush in her hand. Ophelia is no more useful with a weapon, and even less so with a mop. She's got a mean streak, though. Never cross her without a reason. Despite their own lack of fighting or combat skills, these two do share a discriminating eye in that direction. If thou ever dost wish to wager on a duel, speak with Daphne or Ophelia.

De Snel teaches at the Library of Scars. His subject matter should be obvious from the name of his academy. His skill in sword-play has attracted students from all over Britannia. He has three at the moment: Vokes, Syria and Timmons. Well, I am positive about the first two. I remember hearing that Timmons had some difficulty qualifying for instruction, but I admire his determination. He is still here, after all. And that Syria. Her inner malice may not match Ophelia's, but when she is armed, I would face an entire squadron of Ophelias to avoid an encounter with Syria.

Even our mayor, Joseph, has become involved in the sparring. I would not have thought he had it in him, since I am aware of no campaigns he participated in. Well, it just goes to show thee, the spirit and love of battle has possessed everyone here.

JHELOM

- 1) Commons
- 2) The Bunk and Stool
- 3) The Library of Scars (De Snel)
- 4) Townhall
- 5) Armourer (Klifin)



Klifin, it seems, has seen his share of battle in many past confrontations, and has long since retired to Jhelom. Apparently, in addition to mastering the skills necessary for a good soldier, he also studied field dressing, and has considerable talent with a needle and thread.



Gladstone

Welcome to Minoc. If thou dost seek a craftsman or craftswoman, thou hast come to the right place. We have a tinker, Julia, who understands the construction of any contraptions thou canst conceive of, a blacksmith who makes the finest horseshoes I have ever seen, a clockmaker, a sawyer, a candlestick maker and a glassblower who also sculpts — me! Mayor Burnside says Minoc has the largest and best collection of artisans in all of Britannia, and I am want to believe him. However, as prices rise in parts of the city, some guild members will be forced out. No one will be able to afford our work when one is paying too much for other necessities.

We do have one rotten egg. Our “infamous” shipwright, Owen, has truly gone too far this time. Word of his work has become so widespread that the fool has decided to finance the construction of a monument to himself. Naturally no one in the guild will touch it, but he has enough support to let it stand in the middle of town. Unfortunately, the miners here have already agreed to mine the raw materials he needs, so I know the plan is underway.

We also have a band of Gypsies. Though I find them more than friendly, some say that their reputation must spring from some seed of truth. Were they truly the thieves others claim, I would not object to seeing them make a hasty departure to some other city — Buccaneer’s Den, perhaps. However, I, myself, have yet to see any evidence that a Gypsy performs any more harm than the next man.

Speaking of that wretched city, Buccaneer’s Den, Rutherford — he tends bar at the Checquered Cork — lost an arm in a scuffle with a pirate from Buccaneer’s Den some time ago. The ruffian went by the name of Hook. If thou dost meet this man in thy travels, avoid him, for Rutherford says he has never met a more violent and evil man in all of Britannia.

We also have a branch of The Fellowship here. Owen is a member, which makes me expect he has received backing for the statue from them. Elynor, the head of the local branch, seems quite fond of the other members: Gregor and Mikos, two miners, and William, our sawyer. Come to think of it, Burnside is a member as well, but he seems to miss more meetings than most. Well, I suppose he is just busy with the responsibilities of running the town.

While visiting the mines, I spied a Gargoyle worker in pitiful shape. If I thought Gargoyles could be afflicted with leprosy, I would guess that was his trouble. No one there thought his condition was anything out of the norm. Later, in the mountains nearby, I found a hermit named Karl, who lost a brother in a sea storm several years ago. He was not talkative, but had an obvious dislike for some of Minoc’s residents, most notably Owen.

Also, I was accosted by a few of the Gypsies. Accosted is, perhaps, not the correct word, for they were quite pleasant and friendly. One, a woman named Margareta, offered to reveal my fortune — for 20 gold! Despite my curiosity, I declined. I have spent too much of my time learning from the past and present to be guided by that which I have yet to experience.

Addom had a note to add about the old mines in the area:



MINOC

- | | | |
|----------------------|------------------------|---------------------------------|
| 1) Artisans' guild | 4) The Checquered Cork | 6) Trainers (Karenn and Jakher) |
| 2) Townhall | 5) Fellowship hall | 7) Armourer (Zorn) |
| 3) Shipwright (Owen) | 8) Sawmill | |



Addom

Once full of more iron and gold than anyone could desire, the veins “dried up,” if thou wilt, more than a decade ago. I have not seen them since they were exhausted, but I have no doubt many undesirables have adopted this abandoned complex as a crude home. If thou art in the mood for true exploration, I can say these caverns have likely remained untouched by human hands long enough to provide a few surprises.



Phearcy

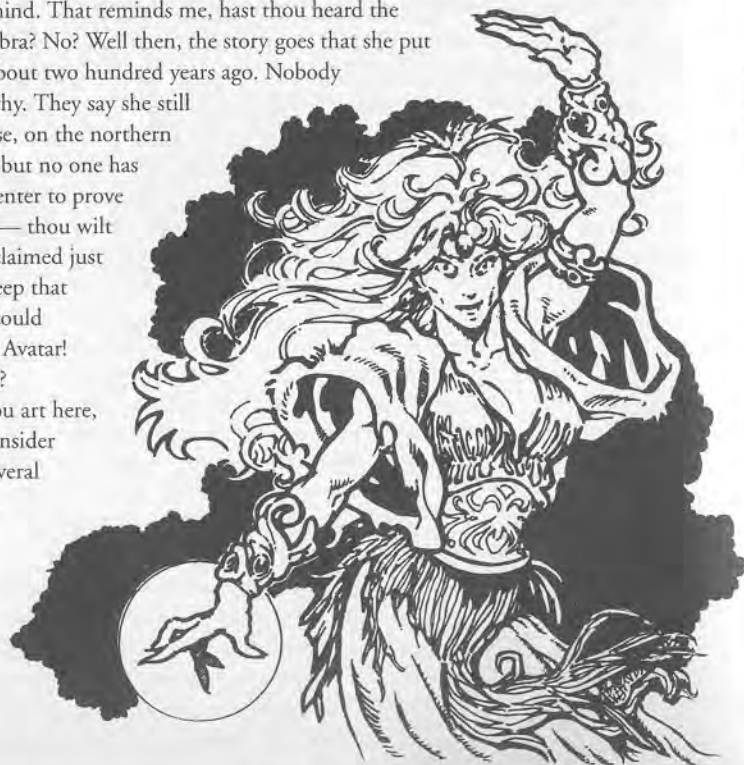
Thou hast truly come to the right person to learn about our fair city, for I know all that transpires here. I suppose I should begin by discussing The Fellowship. The branch here is fairly new, and our branch head even newer — not to imply Rankin is unqualified for his position. Actually, I believe he is performing his duties wonderfully. Every night we meet and have the opportunity to treasure his jewels of wisdom. Of course, Balayna — she is his clerk — is not quite so fond of him. At every meeting she takes careful notes during the sermon, but I get the feeling she is observing more than his words.

Of course, during meetings, I have Carlyn tend my tavern. She is our clothier, and a wee bit high-nosed at that, but she does a good job tending bar here at the Friendly Knave. No one gives her any more trouble than they would me.

In addition to Rankin, Balayna and me, we have a fourth fellow, Tolemac, who recently joined us. He seems very happy, and contributes at almost every meeting. He is even working on another convert: Morz, a fellow farmer. I have no idea how that is coming along, but Tolemac's older brother — his name is Cubolt — strongly disapproves of all of us. I keep telling Tolemac to bring him to a meeting so we may all enlighten him, but Cubolt will have none of that!

I suspect thou dost know already of the Lycaenum, and of Nelson and Zelda who are its chief administrators. The mage, Mariah, stays there, too, but rumor has it that she has lost a great bit of her mind. That reminds me, hast thou heard the legend of Penumbra? No? Well then, the story goes that she put herself to sleep about two hundred years ago. Nobody seems to know why. They say she still inhabits her house, on the northern tip of the island, but no one has yet been able to enter to prove this. Apparently — thou wilt love this — she claimed just before falling asleep that only the Avatar could awaken her. The Avatar! A load of rot, no?

While thou art here, thou shouldst consider speaking with several of my patrons. I often get quite a few travelers from around Britannia who have interesting stories to tell.



MOONGLOW

- 1) Lycaenum
(apothecary; Mariah and Jillian)
- 2) Fellowship hall
- 3) The Friendly Knave
- 4) Farmers
- 5) Carlyn's
- 6) Penumbra
- 7) Trainer (Chad)
- 8) Observatory
- 9) Healer (Elad)

A Phearcy had nothing more useful to say. However, he did offer to give me a free meal if I could tell him why Zelda brightens up when someone mentions Brion, the man in charge of the observatory. In fact, Brion is someone with whom thou shouldst speak, for his orrery is currently tracking the pattern of Britannia's alignment with other celestial bodies. Also, avoid the talking fox, if possible. He will not harm thee, but is quite, quite rude.

New Magincia



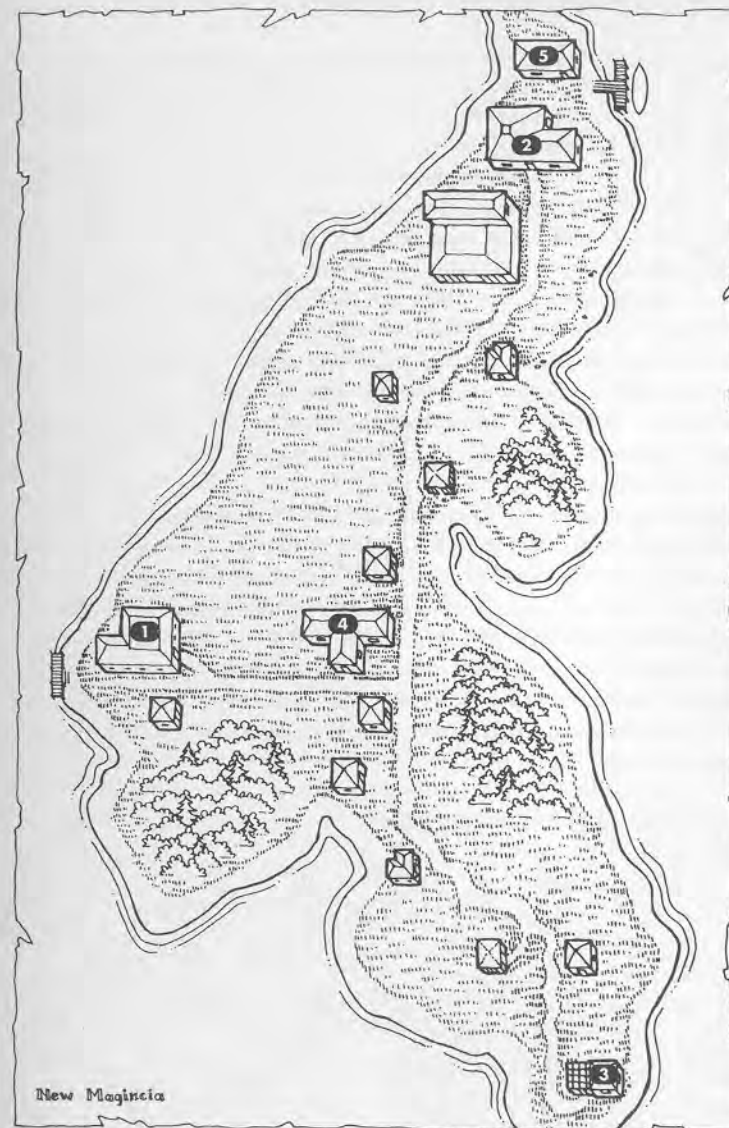
Russell

The first thing thou wilt notice about New Magincia is how much room we all have on the island. There are so few residents here that everyone can enjoy the freedom of the open plains. This may sound trivial to thee, but from a shipwright, the open plain is the best thing to remind one of the open sea. That is something I see less of now that I build ships instead of sailing them.

Then again, our remoteness is not always a good thing, for we rarely see visitors. In fact, thou art the first in quite some time, and I would expect even thy return has stirred up talk at Boris and Magenta's. Newcomers to New Magincia always have that effect. Thou mayest wish to patronize their tavern when I have finished answering thy questions. With luck, thou canst explain this information-gathering affair to them before the rumors start flying.

As for exciting events on the island, I fear I must disappoint thee. The most interesting recent event is more gossip than fact, but I will tell thee regardless. It seems that Henry has taken a fancy to Constance, the water-carrier. Now, a merchant may have something to offer a pretty young thing, but a small-time peddler like Henry has barely the means to feed himself, let alone another. This news I learned from Katrina, who has shared Henry's friendship since they were children. She told me she gave him a locket with which he hopes to catch the eye of his sweetheart. Personally, I think a few flowers from Sam would do just as well, and would not cost Katrina her locket. But she has a good heart and was willing to part with it for such a romantic cause.

Yes, yes, nothing more than fence-talk, but I warned thee there was not much to tell.



New Magincia

NEW MAGINCIA

- 1) The Modest Damsel
- 2) Alagner's
- 3) Flower shop
- 4) Townhall
- 5) Shipwright (Russell)

Whilst in New Magincia, forget not to visit Alagner, considered the wisest man in Britannia. With no intent to boast, I tell thee he is my mentor. Without his insight, this work would never have been conceived.



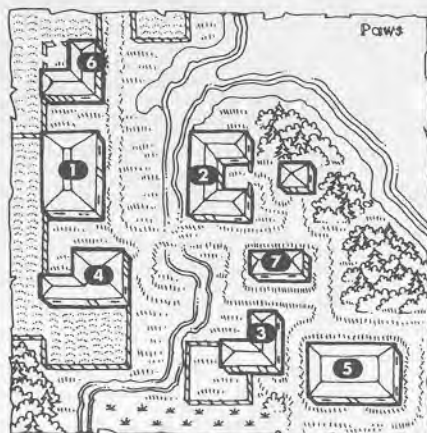
Polly

There's not much in Paws to give reason for a visit. Most of us eke out a passable existence; a few of us even fare a bit better than that. The exception is Morfin. I had no idea butchers do so well, if thou dost catch my meaning. And I never see where all of that serpent venom he sells goes to. Were I a betting woman, I would lay odds that he would have no qualms in selling his own kin were the price right. But, thou didst not hear this from me.

Paws does not see much in the way of trouble. The miserable economy has hit everyone very hard. Alina's poor husband, Weston, was jailed in Britain for stealing. When a man must resort to theft to feed his family, thou canst surely see there is something very wrong in Lord British's realm.

Feridwyn and his wife have set up a shelter for those without a home, but it is sponsored by The Fellowship, so not everyone is willing to accept its hospitality. As a matter of fact, Komor, Fenn and Merrick were once good friends until Merrick "turned coat," as they claim, and moved into the shelter.

I should not be so hard on The Fellowship. After all, they offer a new hope. No one has seen or heard a peep from the so-called Avatar in more than two hundred years. The only one who even still believes in the Virtues is Camille. I wish I shared her optimism. Her son Tobias is a good boy, but even he thinks she holds too firmly to the old ways. But then, deep inside, I wonder if he did not inherit a bit of her conviction, for I perceive his distrust of The Fellowship. If Garritt — he is Feridwyn's son — continues trying to persuade Camille to join The Fellowship, 'twill be only a matter of time before Tobias pops him one. Other than living off what little they can grow, Camille and her son earn a bit of extra money by selling wheat to Thurston, the miller.



PAWS

- 1) Shelter
- 2) Miller (Thurston)
- 3) Butcher (Morfin)
- 4) Dairy (Andrew)
- 5) The Salty Dog
- 6) Camille
- 7) House of Items (Beverlea)



To confirm Polly's assertions, I interviewed a few others in the town. In general, they concurred with her observations, especially Thurston. However, he seemed more interested in discussing what she had to say about him than what she noticed about the town.



John-Paul

I welcome thee to Serpent's Hold. Though we have developed a reputation for training the best warriors in Britannia, we are not given to wanton violence. In fact, one of the many tasks we have taken upon ourselves is maintaining the nearby Shrine of Honor.

Most of us live and work within the hold walls, but a few, like Menion, our trainer, pursue their craft outside. In fact, Menion has his own forge, which he uses for his avocation — producing very fine sword blades. Next to his shop is Iolo's South. Though not as large as the original in Britain, Jordan's branch is well-equipped.

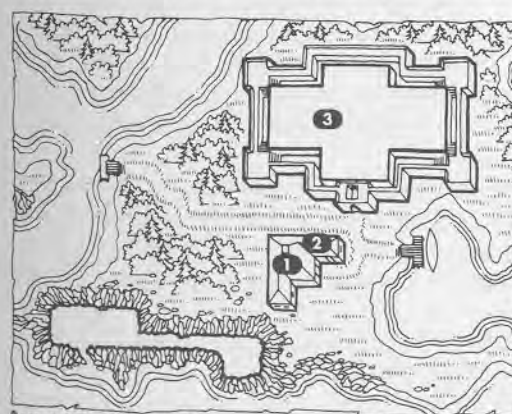
In the hold proper reside the rest of us: myself; Lady Leigh, the healer; Sir Horffe, the captain of the guard; Sir Pendaran and his lady, the lovely Jehanne, who spends her time trading provisions to fill Serpent's Hold's needs.

Also here lives Sir Richter, our armourer. He serves as my second on the battlefield. Though his recent activities with The Fellowship have consumed much of his free time, he has not let them interfere with his responsibilities to the hold. However, he has taken a slightly paranoid attitude about his armoury. He locked the extra key in a chest and put it in one of the island grottos. Then he tossed the key to *that* chest in another grotto. I admire his thoroughness in securing his wares, for the key has been swallowed by a fish for all we know. Regardless, I find his behavior a bit excessive.

The one person to truly suffer from Richter's preoccupation with The Fellowship is the beautiful Lady Tory. Though none of us have been able to confirm anything, there does seem to be a spark of fire between the two. Of course, only her powers of emotional intuition could secure such information without asking any questions, and none of the rest of us possess them. However, they seem an even greater boon to her now that she has a son to raise.

The first place thou wilt see upon entering the hold will be The Hallowed Dock, a very fine tavern run by Sir Denton. He has spent so much time behind its bar that he has

developed an amazing sense of perception. In fact, in almost every situation requiring logical analysis, we turn to Denton. However, he is not, as might be expected, slow to reach a decision. When forced to fight, Denton is one of our most capable and quick-witted warriors.



Serpent's Hold/Isle of Deeds

SERPENT'S HOLD

- 1) Menion's
- 2) Iolo's South
- 3) The Hold (all other noted locations)

I went to visit with Lady Tory to see if I couldst learn anything from her empathic abilities. Though I learned nothing useful, I was struck with the realization that her son was the only one that had been born to Serpent's Hold in many years. The boy is very dear. I do hope they take due effort to protect him from the hordes of harpies that inhabit the nearby islands, for those foul beasts love nothing more than the raw flesh of a young child.

Skara Brae

I had a bit of trouble finding subjects with whom I could speak — it seems everyone perished in the fire. And I was in no position — nor had I the desire — to speak with Horance, the liche. After a while I was able to build enough courage to investigate the cemetery. Out of the corner of my eye I chanced upon an elderly woman.

Something was odd about her though. I could see her, but I could see through her as well. I tried to speak, but my words could not reach her. Finally, she began to move her arms in an intricate pattern — spellcasting, I am sure. When she finished, she spoke to me in soft, comforting tones, and even gave me a quick check to make sure I was uninjured. From her I was able to obtain information about what had befallen Skara Brae.



Mordra

The few of us who remain here are but spirits now. Ages ago the mage, Horance, mad from years of isolation, happened upon the formula for immortality. Sadly, the required enchantments also turned him into a wicked, power-hungry liche. In addition to all his other evils, Horance took from Trent (our blacksmith) his wife, Rowena. He sent his undead minions to retrieve her shortly before the inferno, which they did — dead. The brainless, rotting corpses killed her!

The inferno? Aye, I shall tell thee of the inferno. In an effort to destroy the magicks that had possessed Horance, the townsfolk labored to concoct a special potion. However, during the creation of its formula, the alchemist's laboratory erupted into flames, quickly engulfing the entire island in fiery death. All who lived here perished in the blaze, save Horance, who still resides in his dark tower. Rowena, or rather, her spirit, resides there with him, unaware of all that has befallen her.

Poor Trent does nothing but repeat the same task he was engaged in when the fire struck — building the cage necessary to trap the liche. 'Tis doubtful he is even aware of his death. He just continues to hammer away at the cage. And Rowena seems to be in a similar daze. I know that if there were but some way to waken her, she would have the key to helping Trent. I keep wondering if there is something of hers left in the smithy that might trigger her awareness if presented to her ...

Likely as not, the fault for the fire lies with Forsythe, for I suspect his ineptitude made him forget the proper proportions of the potion's ingredients. 'Tis truly sad, for it is Caine, the alchemist, who assumes the blame. He is known here on the island as The Tortured One. In fact, that poor soul is forced by his own imagination to feel the licking of the flames continuously scorching his body.

The only other spirits still here are Markham and Paulette, the proprietor and server at the Keg O' Spirits, and Quenton. Of course, Quenton was killed centuries ago, even before Horance went insane, by the despicable scoundrel Michael.

And lest I forget, the Ferryman who I'd wager brought thee to this accursed isle still mans his post. I doubt any force in Britannia could drive him away.

The trip across the channel from the mainland to Skara Brae will cost thee two gold. Thou hast but to pay the Ferryman once per completed trip, for he charges nothing to return to the mainland, and will wait for thee before departing from the isle.



SKARA BRAE

- 1) Mordra
- 2) Dark Tower
- 3) Alchemist
- 4) Blacksmith
- 5) Townhall
- 6) The Keg O' Spirits
- 7) Docks

Spektran

The only occupant of this island is a quirky man named Martingo. He calls himself a sultan and makes continual references to oddities that he believes surround him. He seems rather protective of his possessions, so I would be careful when approaching anything that belongs to him. I wish thee luck in any dealings thou might have with him, for his abrasive disposition did not sit well with me.





Draxinusom

Through little intent of our own, Terfin is populated only by Gargoyles. However, despite such physical segregation, we have worked long and hard to educate our race about all things Gargish and Britannian. The second largest building in Terfin, the Learning Center, is maintained by a young Gargoyle named Quaeven, and was constructed for the sole purpose of instructing Gargoyles. Not only are Gargish and Britannian taught, but Runic, as well. In addition, many works of history and legend from both cultures fill the shelves of the library there. To encourage growth in other directions, there is an entire room devoted to more physical pursuits.

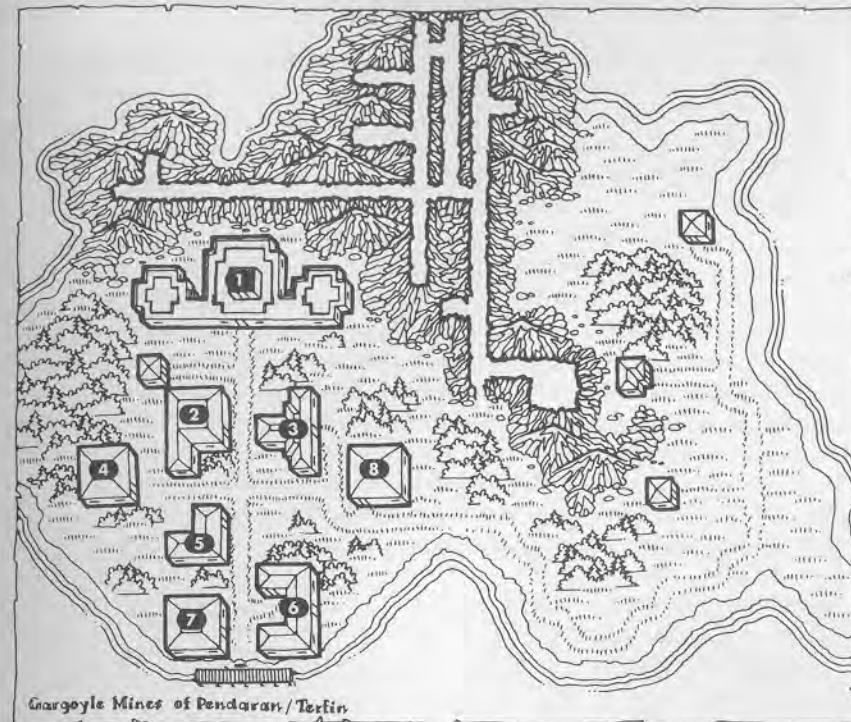
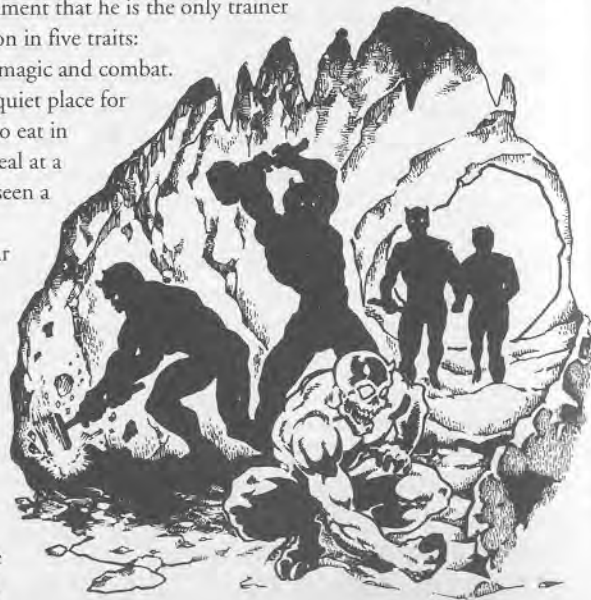
The Hall of Knowledge represents the focus of all Gargoyle culture: Singularity, its three principles, and seven other virtues. Maintained by Teregus, the Hall continues to illustrate the three principles of Control, Passion and Diligence. However, The Fellowship promotes ideas that vie with those of our traditional Gargish heritage. Teregus has even expressed concern that some members of The Fellowship are planning to destroy the altar that embodies the three principles.

The Fellowship branch in Terfin has wooed away quite a number of Gargoyles from Singularity. Though I have not known him long, Quan appears pleasant and intellectual. However, his clerk, Runeb, is much more vicious and violent, and rumors suggest that he has assaulted some who oppose The Fellowship.

Inmanilem, the healer, and Inforlem, the trainer, keep to themselves much of the time, but are by no means reclusive. Some say Inforlem is the most educated Gargoyle in all of Britannia. Others say that he is, perhaps, the most intelligent of any race, but rarely press the point. However, there is no argument that he is the only trainer who can teach provide instruction in five traits: strength, dexterity, intelligence, magic and combat.

The tavern in Terfin is a quiet place for both travelers and natives alike to eat in peace. Forbrak serves a filling meal at a reasonable price, and has never seen a fight within the tavern walls.

Betra and Sarpling are our two provisioners, though each sells different types of supplies. Betra carries a general line of equipment, while Sarpling concentrates on Gargish jewelry and other items specific to our culture. Many travelers and merchants do not realize this fact, and often one of the two provisioners will receive the other's merchandise by mistake.



TERFIN

- | | |
|-----------------------|-----------------------|
| 1) Hall of Knowledge | 5) Trainer (Inforlem) |
| 2) Learning center | 6) Gargoyle tavern |
| 3) Fellowship hall | 7) Betra's Provisions |
| 4) Healer (Inmanilem) | 8) Sarpling's shop |

For simplicity's sake, I have taken Draxinusom's words and translated them into Britannian. Although, like all Gargoyles, his Britannian vocabulary is nearly perfect, his syntax is still punctuated by his continual use of introductory infinitives. It is only such syntax that I have changed, not his terms or his meaning.

Draxinusom also mentioned that Teregus had raised a son, Inamo, who was one of the few Gargoyles to leave Terfin to find outside work (other than as a miner for the Britannian Mining Company). While in Terfin, thou mayest note how well-kept the flora is. Belying the fact that we humans once considered Gargoyles evil and daemonic, the gardener, Silamo, does an excellent job of maintaining the flowers and plants.

Trinsic



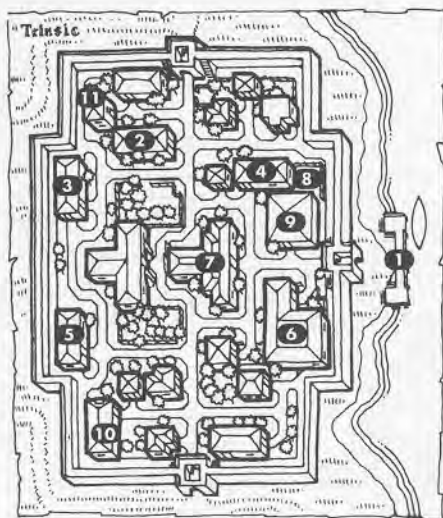
Finnigan

Very little out of the ordinary occurs here in Trinsic. We have the standard collection of workers and tradesman. The many guards who watch over our walls are loyal and stalwart, especially Gilberto, who patrols the docks. He has never let a ship pass without a thorough inspection of its crew.

We have the usual: a trainer, an armourer, a shipwright, a healer and a barmaid — well, she is not so usual. Many sailors, and others, find Apollonia quite beautiful.

Like most prominent cities, we have a branch of The Fellowship. Klog and his wife have caused no trouble, and most of our other residents like them. Well, I did notice a little badgering to dissuade Christopher from resigning his membership. A blacksmith little needs more to occupy his time after a hard day's labor — which is not to imply he ignores his son. But Spark has never truly needed a lot of attention, a quality I admire in the boy.

Whilst wandering our streets, be polite to dear Caroline. I know not what she spends her days doing, save for her efforts to enlist others into The Fellowship. She is a little persistent, though hardly rude to those she is seeking to convert.



TRINSIC

- 1) Docks
- 2) Trainer (Markus)
- 3) Armourer and Provisions (Dell)
- 4) Shipwright (Gargan)
- 5) Healer (Chantu)
- 6) The Honorable Hound
- 7) Fellowship hall
- 8) Carts (Petre)
- 9) Stables
- 10) Blacksmith
- 11) Christopher's house

Along the north road to Britain, just before the swamps, is a group of actors who rehearse and perform what they call a Passion Play. I have no idea what they mean, and had no time to observe the show, but they seemed to attract enough of an audience to make a living.

Vesper



Liana

Vesper is one of Britannia's newer towns. 'Twas originally a small community of miners employed by the Britannian Mining Company. Slowly more people migrated here to offer services to the mining residents. Throughout its growth, Vesper has remained a good, stable home for hardworking miners and merchant suppliers to live. That was, until they started moving here.

The mining company began to hire Gargoyles because they lack intelligence and work cheaply. Being so far away, they have no idea how poorly the pitiful beasts work. I am surprised Cador and Mara are willing to continue working with the one that is still there. What is his name ... Lap-Lem, I believe. At least Cador had the good sense to get rid of the other one after a few months.

Just yesterday Yvella, Cador's wife, said she believes her daughter is being harassed by the Gargoyles. Even I have seen little Catherine straying too close to the oasis. It would not surprise me if one those daemons nabbed her when no one was watching.

If thou dost not believe me, just ask Yongi at the Gilded Lizard. Whether sober or not, he will be more than happy to enlighten thee on the evils of the Gargoyles.

I know Auston, our mayor, is campaigning to have the Gargoyles removed, but he has

not the backbone to pull it off. Frankly, there is little he has done for our community. Of course, what canst thou expect from a mayor Eldroth supports. He may know provisions and equipment, but there is not enough gold in Britannia to make me listen to any of his advice.

And waste not thy time speaking with Blorn, for he is a fool, and perhaps a thief. Our trainer has confided to me that he once saw Blorn climbing from the provisioner's window late at night.



VESPER

- | | | |
|------------------------------|------------------------------------|-------------------------|
| 1) Britannian Mining Company | 4) Provisioner (Eldroth) | 7) Trainer (Aurvidlem) |
| 2) Townhall | 5) Trainer and Provisions (Zaksam) | 8) Apothecary (Wis-Sur) |
| 3) The Gilded Lizard | 6) Gargoyle tavern | 8) Sawmill |

Yew and Empath Abbey



Taylor

Naturally, the best reason to visit this part of the Deep Forest is to sample our fine wine. As thou must undoubtedly know, the monks here at Empath Abbey have been fermenting the fruit of our vineyards for centuries. Well, we have not been making wine that long, but members of the Brotherhood of the Rose have been.

Actually, brother is a misnomer. After all, one of our more famous "brothers" — famous locally, at least — is a woman!

Aimi's ability in her flower garden has earned Empath Abbey a second reputation. People often come from around the forest to view her horticultural delights. Were she interested in making a profit for the monastery, she would have no trouble selling bouquets as fast as she could grow them. However, she is quite content to sell only to the few friends and visitors who request the flowers.

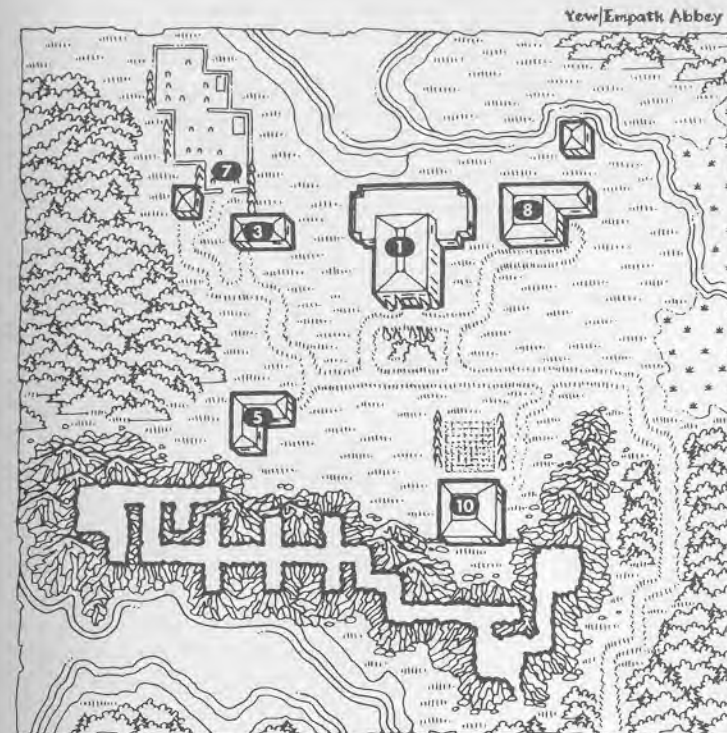
At the moment, we are the only two monks still here. Another brother of ours departed recently on a nature study. We are bit concerned, for Brother Wayne has yet to return. Of course, our house is always open should he come back or if others wish to join our number.

Several people have moved to this area recently to escape the busier, urban life of Britain. The archery instructor and Tseramed, the ranger, are two who moved here for that reason. A few others, such as Perrin and the hunter, Penni, moved here simply because they love nature. Aimi has told me that the healer, Reyna, chose to work in the forest so she could be around the wild animals. I have often seen her feeding deer, rabbits and squirrels on the way to purchase flowers from Aimi's garden.

Still others live in the forest because their work has brought them here. The logger, whose family has lived in the forest for at least as long as the monastery has been here, has a near-endless supply of trees, in addition to having access to the river necessary to move his wood to Minoc. Tiery, of course, must live near the cemetery, for he is the undertaker. I fear we may not have spent as much time with him as we should have, for he seems more interested in speaking with the graves in his keeping than with us.

Adjacent to our abbey is the prison and high court of Britannia. The official court records of all known criminals are there. Sir Jeff rules with an iron hand, leaving no slack for criminals or guards alike. I wonder how anyone can work for him. Even the legendary Avatar would have difficulty appearing scrupulous under Sir Jeff's watchful eye. But, that is between him and his jailer. And his prisoners ...

Somewhere in the eastern half of the forest lives a race of monkey-like creatures I call Emps. They are pacifists who deplore killing, even to eat. My encounters with them have revealed an extreme fondness for sweets, particularly honey. I have noted within them an ability to detect the emotions of others. This empathic ability is, in fact, the root of my name for them.



Bee Cave

YEW/EMPATH ABBEY

- | | |
|--------------------------------|------------------------------|
| 1) The Brotherhood of the Rose | 7) Cemetery (Tiery) |
| 2) Tseramed | 8) High Court |
| 3) Scholar (Perrin) | 9) Archery trainer (Bradman) |
| 4) Trainer (Penni) | 10) Spells (Nichodemus) |
| 5) Healer (Reyna) | |
| 6) Logger | |



After speaking with Taylor, I asked Aimi for a sample of her famous flowers. She gave them to me without charge, but made me promise to find another with whom I could share them. I gather that she is a romantic.

DUNGEONS OF BRITANNIA



Addom

Exploring the unknown has always fascinated me. My father gave me my first rope the same day he gave me a wooden sword. "Both will be useful to thee, my son," he told me. Though he had no gift for prophecy, my father was correct. I have devoted my life to finding exciting places and unique artifacts, and my work has taken me across the continent thrice over. Settle for a more sedate life? Never, say I — though my wife would be pleased were I to do so. I will not cease my search for the unknown until there is nothing more to find. Fortunately — or unfortunately, perhaps — my life will end before I can explore every niche, nook and cranny of this wondrous land. My only hope is that thou wilt enjoy thy travels as much as I have mine!

Ambrosia

Though "Ambrosia" actually refers to the whole island, its lack of human life results in this name being applied to its dungeons, as a whole. The most unique features, so Nelson of Moonglow tells me, are the meteorite chunks that have struck the terrain. He called the mineral "Caddellite" or some such. My one trip there, however, was spent persuading the three-headed hydra not to eat me, so thou wilt forgive me if I have no useful stories to tell about the island.



AMBROSIA

- 1) Illusionary wall
- 2) Door through invisible wall

Bee Cave

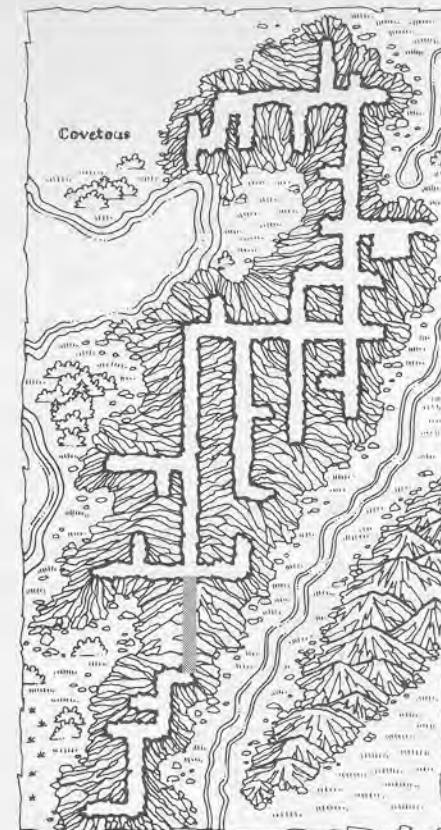
These catacombs are home, obviously, to a large number of bees. Thou might scoff were I to tell thee how fearful most intelligent explorers are of these bees, were I to leave out their description. Larger than a man, meaner than a Jhelom stallion and more deadly than a cyclops are the giant bees. And yet, the search for their sweet, sweet honey has lead more than one man to his death.

I have heard of two people — citizens of Britain, so I hear tell — who live near the caves. A man and woman, from their description. I know not how they survive, but were I to meet them on my next journey home, I would, indeed, tip my hat.

Covetous

This dungeon, one of the eight sealed by the Council of Mages centuries ago, was found to have a seemingly endless supply of iron. When word of the ore recently spread through Britain, the Britannian Mining Company petitioned Lord British and received permission to open the doors. The Mining Company hired a few of us to clear the levels of evil creatures, and then moved in mighty machines and tireless miners to gather the precious minerals. Now, nothing but a few bats here and there bother the workers.

One rather interesting recent report (though 'tis just as likely a baseless rumor) holds that the Britannian Mining Company hired a mage to conceal some of the passageways. No one I've contacted knows the reason for these enchantments, but I hope one day to return and investigate whether the report is true.

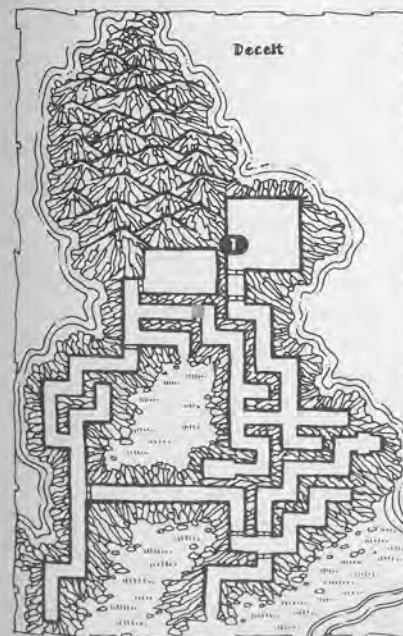


Deceit

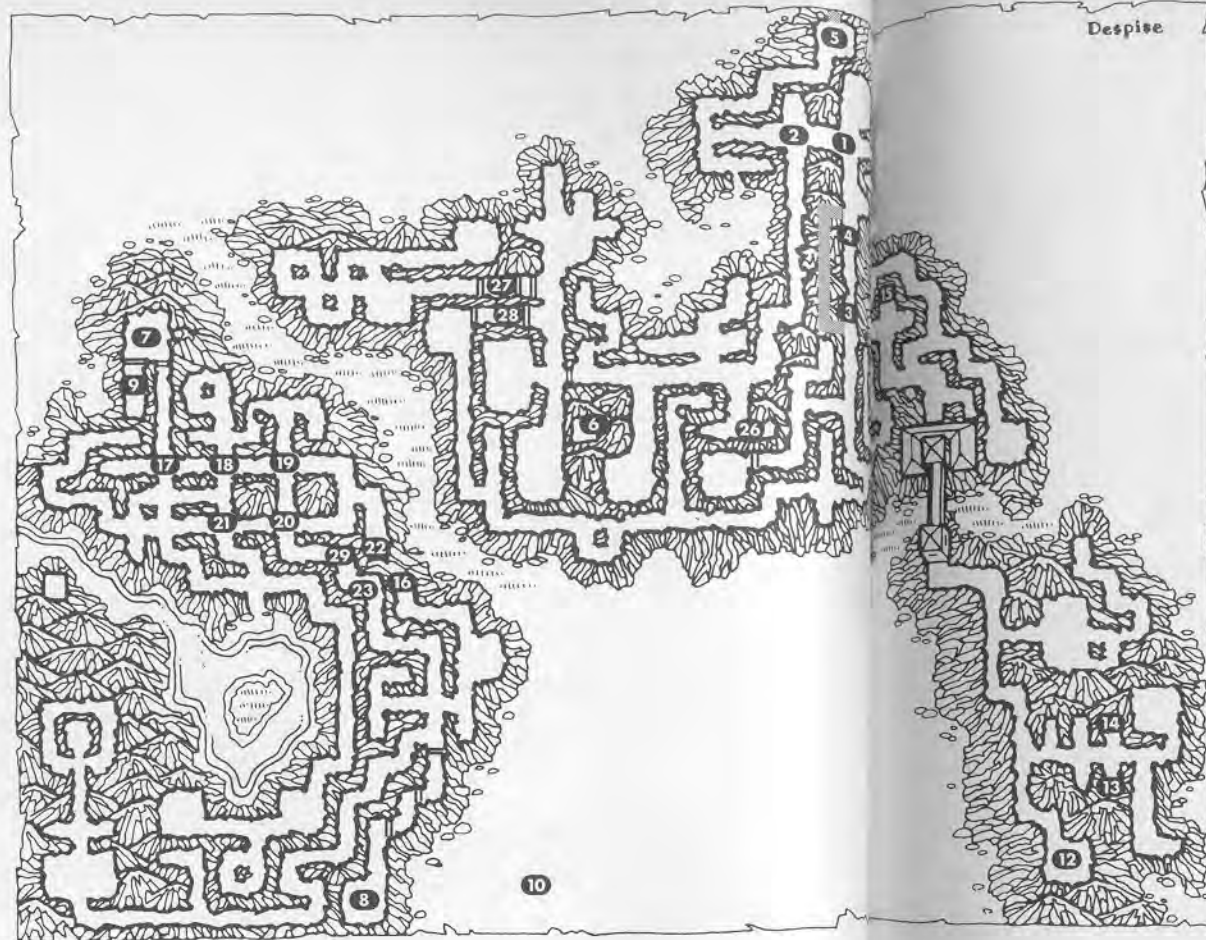
A tougher collection of beasts and enchanted foils would be difficult to find. I was forced to enter Deceit, and hastily leave, a number of times. Endurance and the ability to withstand physical hardships is necessary to survive all this dungeon's lightning bolts and other projectiles. I visited Deceit while looking for a legendary, civilized Cyclops named Iskander. I did not find him, but I must admit my search was cut short by multiple retreats out of the dungeon.

DECEIT/COVETOUS

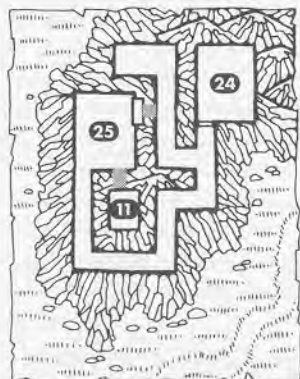
- 1) Pulling this lever (using *Telekinesis*) is the only way to open the door just before it.
- Invisible path



I have included the Bee Cave map with that of Yew on the previous page.



DESPISE



- 1) Teleporter to (2)
- 2) Teleporter from (1)
- 3) Teleporter to (4)
- 4) Teleporter from (3)
- 5) Invisible path to teleporter to (6: northwest)
- 6) Southeast: Teleporter to (7: north)
Northwest: Teleporter from (5)
- 7) North: Teleporter from (6: southeast)
South: Teleporter from (12: south)
- 8) (All three points are up an invisible staircase)
Southwest: Teleporter to (9: north)
Northeast: Teleporter to (10)
Southeast: Teleporter to (11)
- 9) North: Teleporter from (8: southwest)
Center: Teleporter to Selwyn's tower, just west of Despise (The lever on the top floor opens

Despise

Despise

Do not even bother attempting this dungeon without the ability to unlock magic. Within the chambers, my companions found keys that helped to unlock some of the doors locked by more conventional means. Sadly, however, when I lost a few of my fellows in the dungeons, their keys were also lost. The corridors are filled with an assortment of nasty creatures: spiders, gazers, trolls and more. I found one room via a teleporter that provided me with a key. Oddly enough, I chose not to use the key on the door in the room, but to explore the formation of the walls. "Never choose the obvious," a friend once said. One wall turned out to be an illusion, and led to another set of teleporters. At the end of all that was a rather pleasant sum of treasure ... which I was forced to leave behind when the headlesses showed up. If thou dost find this loot, speak kindly of me in the taverns.

I remember seeing a few fountains, but I reflected upon the story of Fulgrihm and his search for the sacred Fountain of Wealth. If thou dost know the story of which I speak, and of his horrible death at the foot of a trapped fountain in Despise, thou wilt understand my disinterest in fountains of any kind.

A book I once read in the Lycaenum told of a magical flying carpet that was lost in the river area near the western entrance to Despise. Shouldst thou acquire this useful item, thy travel time would be lessened considerably.

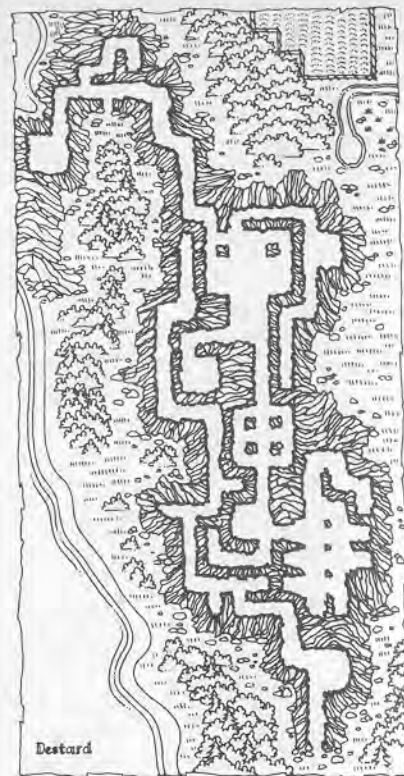
DESPISE

- the secret door to escape from the tower.)
 - South: Teleporter to pirate's lair, at the northeasternmost tip of Britannia
 - 10) Teleporter from (8: northeast)
 - 11) Teleporter from (8: southeast)
 - 12) South: Teleporter to (7: south)
East: Teleporter to (13)
North: Teleporter to (14)
West: Teleporter to (15)
 - 13) Teleporter from (12: east)
 - 14) Teleporter from (12: north)
 - 15) Teleporter from (12: west)
 - 16) Teleporter to (17)
 - 17) Teleporter from (16)
 - 18) Teleporter to (19)
 - 19) Teleporter from (18)
 - 20) Teleporter to (21)
 - 21) Teleporter from (20)
 - 22) Teleporter to (23)
 - 23) Teleporter from (22)
 - 24) West: lever opens door into (25)
Southcentral: Teleporter to (8)
Southeast: Teleporter to wooded area just west of Despise and east of the beach
 - 25) Door can only be opened with lever at (24)
 - 26) Switch for door in corridor due south
 - 27) Heading west, first lever opens first two doors. Second lever opens third door. First two doors shut again after passing third door.
 - 28) Lever here opens first two doors at (27)
 - 29) Impassible
- Invisible paths

Destard

There is little to say about Destard that has not already reached every tavern from Vesper to Jhelom: dragons! I once stole into this den on a dare from my good friend, Tim — well, he was a friend, until I got out! I passed through the entrance and actually made it as far as the north chamber. That was when I encountered mama and papa dragon ... and their thirty or so children. I cannot remember another time when I have run so quickly.

Another, lesser known rumor tells of the one creature that can coexist with the dragons in Destard. It is not a hydra or a drake, but a unicorn who wanders the cavern tunnels freely! Unsurprisingly, no one has been able to stay long enough within the dungeon to confirm this legend ...



ISLE OF THE AVATAR

- 1) Teleporter to (2) (and from (3) or (4))
- 2) Teleporter to (3) (and from (1))
- 3) Teleporter to (1) (before (5) is reached) or (4) (after (5) is reached)
- 4) Teleporter to (1) (and from (3))
- 5) When chair here has been occupied, (3) teleports to (4), rather than to (1)
- 6) Teleporter to and from (7)
- 7) Teleporter to and from (6)
- 8) Teleporter to (9)
- 9) Teleporter from (8)
- 10) Teleporter to (11)
- 11) Teleporter from (10)
- 12) Teleporter to (13: center)
- 13) Center: Teleporter from (12)
Northwest: Teleporter to (14)
Northeast: Teleporter from (17)
- 14) Teleporter from (13: northwest)
- 15) Teleporter to (16)
- 16) Teleporter from (15)
- 17) Teleporter to (13: northeast)

- 18) Black Gate key necessary to open this gate
- 19) Black Gate key necessary to open this door
- 20) Slider switch for (21)
- 21) Door opened by switch at (20)
- 22) Three switches for cells to southwest:
Left and right switches change door selection one door to the left or the right.
Center switch opens the selected door.
- 23) Switch opens east door
- 24) Lever puzzle (see p.34)
- 25) Switch here opens sliding doors to northwest and southwest
- 26) Lever here opens door to southeast
- 27) Two levers at south each open a door to this room. (Doors automatically close as thou enter this room.)
- 28) Lever here opens secret door out of room.
- 29) Sliding doors with hidden triggers (check under Fellowship medallion)
- 30) Invisible maze (see p.34)
- Invisible paths

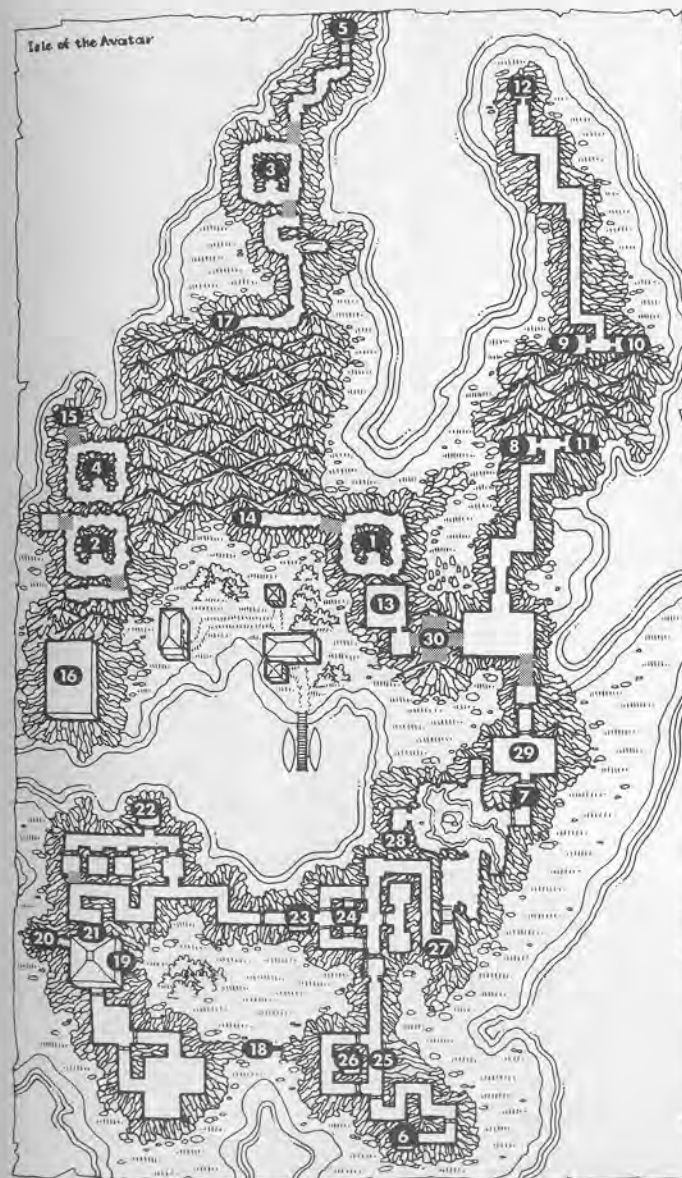
Isle of the Avatar

This dungeon is a collection of several complicated mazes and teleportation magics. Much of my mapping in the northern tip comes from speculation only, based on the shape of the chambers and where I would expect them to fit.

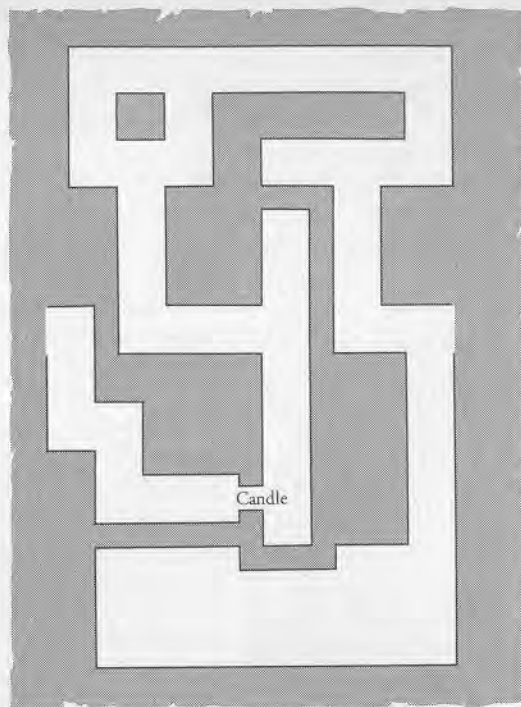
I do not like discussing this place in length, despite the great number of years that have passed, for 'tis another dungeon in which I lost a comrade. She was an adept explorer, but we became separated while searching for keys to open some of the many locked doors. I glanced

in an alcove and when I turned back to speak with her, she had disappeared — fell through an illusionary wall, I suspect.

Some sailors who frequent the surrounding waters have reported sighting a dragon preying on the seas. I know sailors are want to imagine a great many creatures — mermaids usually, but I can think of none who would deliriously dream up such a beast. Like as not the rumor is true.



INVISIBLE MAZE



LEVER PUZZLE

- 1) - (6) Numbers in black circles mark levers; numbers in white circles mark doors. Levers open/close their corresponding doors. Some doors (those in gray) begin open; other doors (in black) begin closed.
- (7) Lever here opens secret doors (8)
- (8) Secret door
- (9) Magically locked door

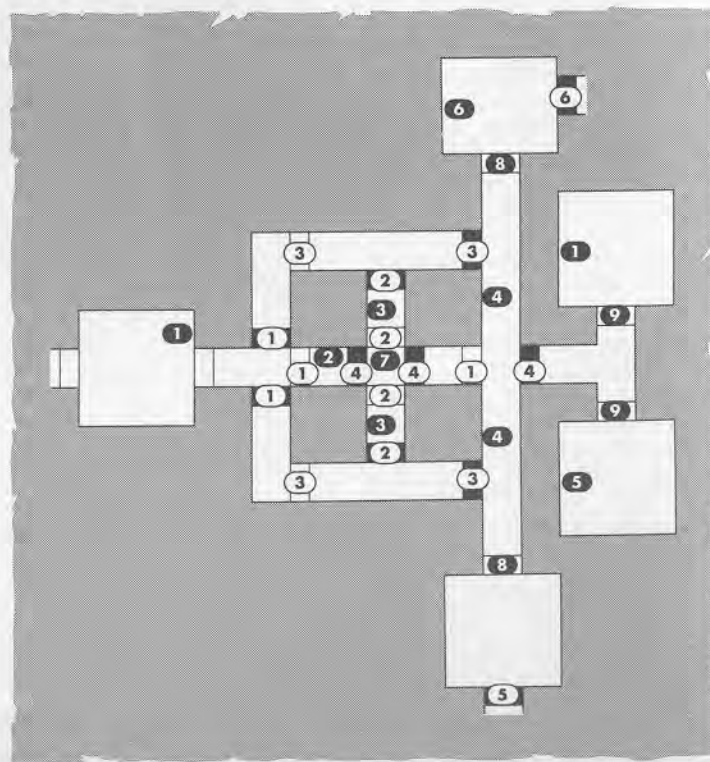
Proper lever sequence:

5, 4, 6, 7, 4, 8 (or 9)

□ Open door at beginning

■ Closed door at beginning

LEVER PUZZLE



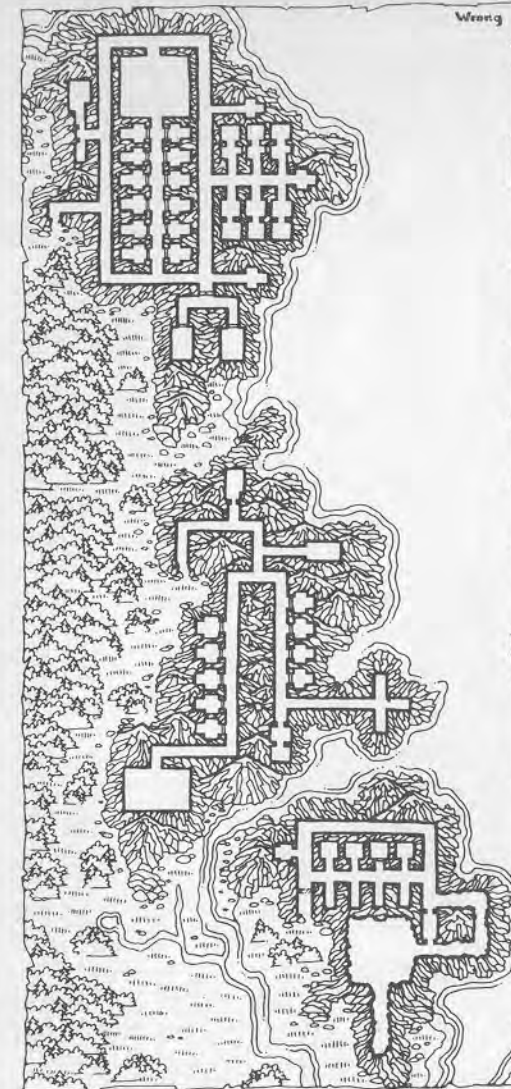
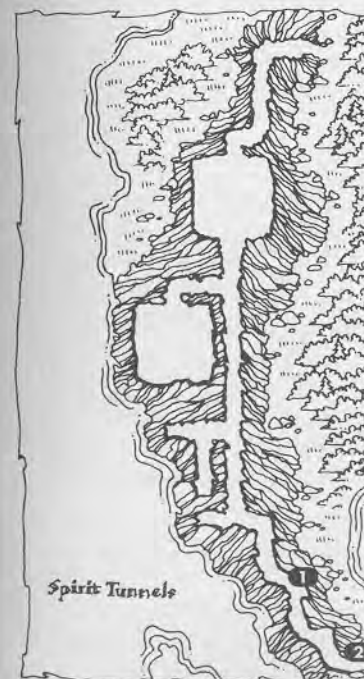
Wrong

Built centuries ago as a collection of three prisons, Wrong is still filled with a variety of inhuman guardians and their horded treasures. The southernmost dungeon was never completed, and is therefore the smallest and least dangerous.

My original reason for exploring these labyrinthine tunnels was a rumor I had heard involving a cannibalistic jailer who cared more for the flesh of his prisoners than the baubles they carried. A word of advice to any who enter the northern cavern: a terrible liche has made his home there, and woe to any who trespass.

SPIRIT TUNNELS

- 1) Teleporter to (2)
- 2) Teleporter from (1)



Spirit Tunnels

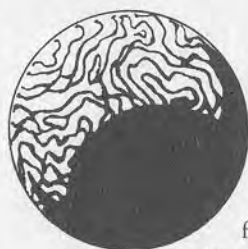
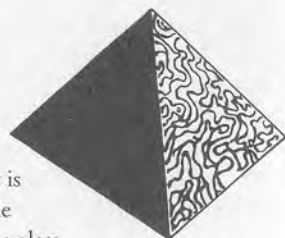
The last time I visited Paws I took a short journey to this cave. I remember almost nothing about the tunnels, which should tell thee quite a bit about what little there is to see. When I was there exploring, its few chambers seemed devoid of life. Perhaps that is why it is called the "Spirit Tunnels," for I spied nothing living. That was some time ago, however, and things may have changed since then.



A I am uncertain as to what these clues pertain, but they seem related to the generators the Time Lord mentioned. Judging by the statements given here, I expect they either provide solutions to the puzzles guarding these generators or the recommended actions once "inside" the generators, themselves. I hope thou canst make more of these words than can I!

Tetrahedron

The Tetrahedron generator is located in the room at the northeastern tip of Deceit. There is no puzzle here. All that is necessary — not to imply it is an easy task — is to defeat the ethereal monster. A magical weapon is required to harm it, a glass sword being the ideal choice in arms.

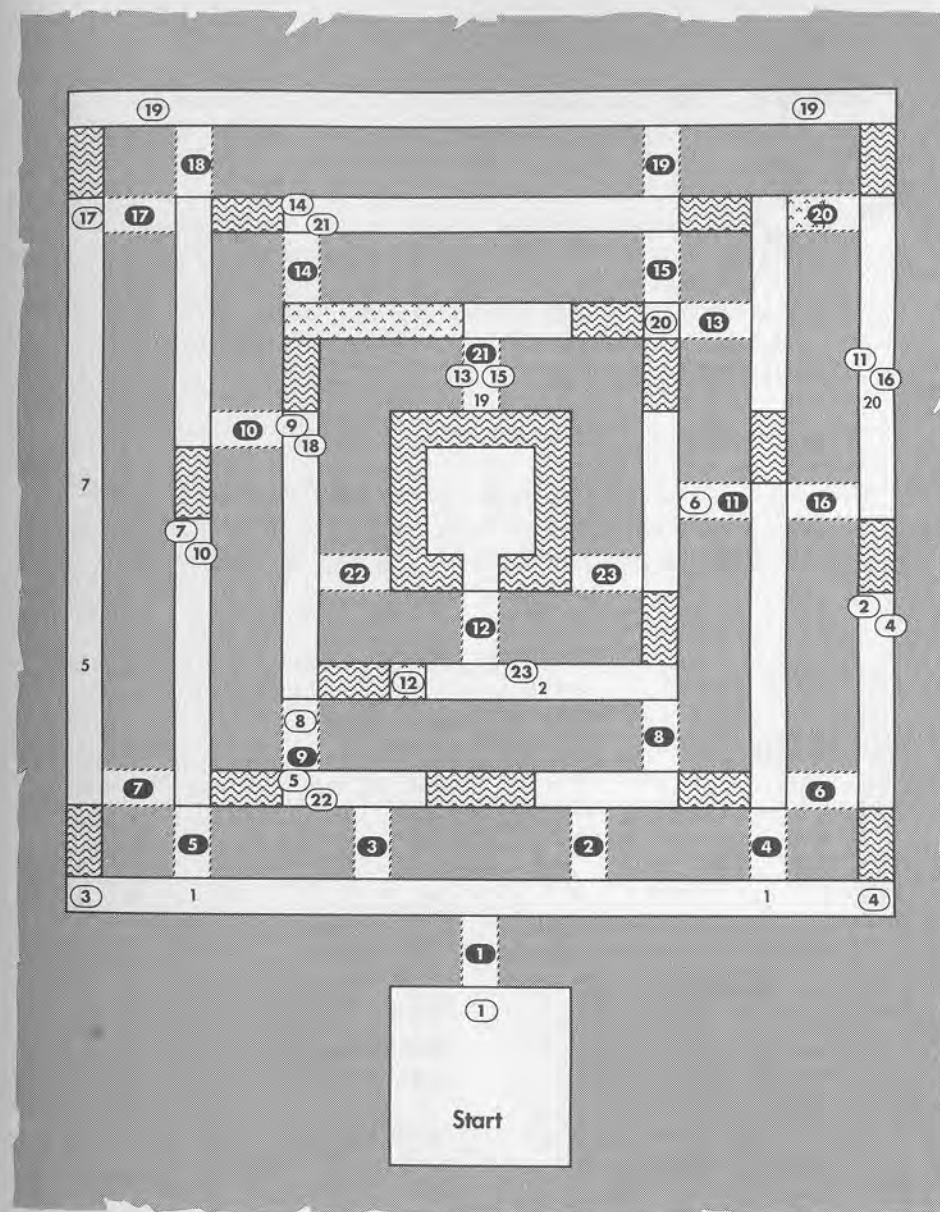
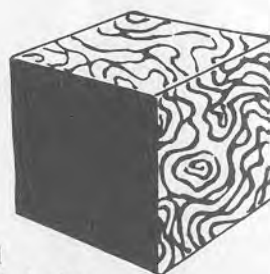


Sphere

The Sphere generator is located at the western edge of the dungeon Despise and surrounded by three stone walls within the cavern chamber itself. Simply step into the Moongates in the following sequence: red, blue, blue, red. Be careful, for a wrong Moongate will force thee back in time.

Cube

The Cube generator can be found in the room farthest north in the dungeon on Fellowship Isle. The diagram describes the solution to this puzzle. Walk along the square paths to the center, where the little cube is located. Stepping in a numbered area creates and/or destroys the temporary bridges between paths having the same number(s). Thou must be careful not to enter the fire field traps. Tread carefully, for an incorrect move can set thee back or, worse, kill thee.



CUBE PUZZLE

Numbers in black circles indicate temporary bridges.

Numbers in white circles mark triggers to create the identically numbered temporary bridge.

Numbers without circles mark triggers to destroy the identically numbered temporary bridge.

Fire field
Invisible barrier

SUPPLIES



Octavius

As any experienced explorer will tell thee, preparation is the primary step to success. And the first step in making preparations is choosing the proper equipment. One wouldst not try to scale a wall without climbing equipment or enter a darkened cave without a lantern and oil. But where canst one acquire such items, I hear thee ask. Why, thou must search no farther than thy local merchant, my good friend. At any of these convenient stores (which I happen to supply), thou canst find a great variety of gear for camping, fishing, exploring or whatever thy heart dost desire! Of course, not every shopkeeper will have all of the equipment necessary to satisfy thee for, after all, there is a great demand for such items, and thy local merchant may be temporarily out of stock.

At this point, Octavius began naming the many merchants in Britannia which he supplies, including armourers and clothiers. As I agree with his contention that thou wilt be in need of equipment, I expect thou wilt find use for this list of provisioners and their standard supplies.

Foodstuffs

BRITAIN

Figg
Apple5

Fred (Farmer's Market)

Beef.....20
Ham20
Fowl.....3
Mutton3
Meat on a spit.....3
Dried meat2
Flounder7
Trout.....5

Kelly (Farmer's Market)

Eggs (dozen)12
Apple3
Banana3
Carrots.....3
Grapes.....3
Pumpkin4

Willy (baker)

Bread4
Cake3
Pastry.....3
Rolls.....4

Gordon

Fish and chips8

PAWS

Thurston (miller)

Sack of flour12

Morfin (butcher)

Beef.....2
Ham4
Mutton3

Andrew (dairy farmer)

Milk.....3
Cheese2

Camille (farmer)

Carrots.....1



Provisioners

Britain Greg

Backpack15
Bag.....8
Bucket.....8
Hoe.....20
Lockpick.....10
Oil flasks (dozen).....72
Powder keg35
Shovel20
Torch5

Britain Gaye

Dress.....30
Kidney belt.....20
Leather boots.....40
Pants30
Shoes.....20
Swamp boots50
Tunic30

Buccaneer's Den Budo

Lockpick.....10
Torch5

Moonglow Carlyn

Heavy cloak50
Dress.....45
Hood10
Pants30
Tunic30

Paws Beverlea

(Antiques)
Bell6
Cradle10
Hourglass.....5
Lute20
Sextant20
Rocking horse12
Spittoon.....1



Serpent's Hold Lady Jehanne

Backpack13
Cannon ball10
Jug3
Lockpick.....10
Oil flasks (dozen).....60
Powder keg30
Torch4

Terfin Betra

Bag.....6
Bucket.....3
Oil flasks (dozen).....72
Powder keg35
Shovel14
Torch4

Terfin Sarpling

Gold chain20
Gold clawring10
Gold earrings5
Gold horn caps30

Trinsic Dell

Backpack12
Bedroll15
Bucket.....2
Lockpick.....8
Swamp boots40
Torch4

Vesper Eldroth

Backpack10
Bag.....3
Hoe.....10
Oil flasks (dozen).....48
Powder keg30
Shovel10
Torch3

Vesper Aurvidlem

Bucket.....4
Cloth3
Jar2
Oil flasks (dozen).....60
Powder keg25
Torch4



Armourers

Britain	Grayson
Dagger.....	20
Mace.....	20
Sling.....	20
Spear.....	25
Sword.....	100
Throwing axe.....	25
Two-handed sword.....	250
Two-handed axe.....	100
Leather armour.....	50
Chain armour.....	150
Plate armour.....	300
Leather gloves.....	20
Crested helm.....	75
Spiked shield.....	60

Britain	Coop (Iolo's Bows)
Bow.....	40
Crossbow.....	125
Triple crossbow.....	400
Arrows (dozen).....	25
Bolts (dozen).....	30

Buccaneer's Den	Budo
Bow.....	40
Club.....	20
Dagger.....	20
Halberd.....	250
Sword.....	100
Arrows (dozen).....	25
Bolts (dozen).....	30
Plate armour.....	325
Plate leggings.....	200
Scale armour.....	100
Gauntlets.....	25
Gorget.....	40
Great helm.....	200

Serpent's Hold	Jordan (Iolo's South)
Bow.....	35
Magic bow.....	400
Crossbow.....	110
Triple crossbow.....	350
Arrows (dozen).....	20
Bolts (dozen).....	20

Jhelom	Kliftin
Club.....	5
Dagger.....	10
Halberd.....	150
Mace.....	15
Main gauche.....	20
Morningstar.....	15
Sword.....	60
Scale armour.....	120
Gorget.....	30
Crested helm.....	150

Minoc	Zorn
Dagger.....	12
Mace.....	15
Sword.....	70
Throwing axe.....	20
Two-handed sword.....	125
Two-handed axe.....	70
Chain coif.....	80
Chain armour.....	100
Chain leggings.....	50
Plate armour.....	300
Plate leggings.....	120
Gauntlets.....	20
Crested helm.....	60
Great helm.....	150

Serpent's Hold	Sir Richter
Dagger.....	12
Halberd.....	200
Mace.....	20
Morningstar.....	25
Spear.....	25
Sword.....	65
Two-handed sword.....	175
Gauntlets.....	18
Greaves.....	40
Plate leggings.....	160
Gorget.....	175
Great helm.....	150
Buckler.....	18
Curved heater.....	35
Spiked shield.....	22



Trinsic	Dell
Bow.....	30
Club.....	15
Dagger.....	10
Mace.....	15
Sling.....	10
Sword.....	50
Two-handed sword.....	80

Two-handed hammer.....	60
Arrows (dozen).....	10
Bolts (dozen).....	15
Leather leggings.....	25
Chain leggings.....	35
Leather armour.....	40
Leather helm.....	25
Wooden shield.....	15



Transport

SHIP DEEDS

City	Merchant	Ship	Cost
Britain.....	Clint.....	"The Beast".....	800
Buccaneer's Den.....	Budo.....	"The Lusty Wench".....	800
Minoc.....	Owen.....	"The Excellencia".....	1000
New Magincia.....	Russell.....	"The Nymphet".....	600
Serpent's Hold.....	Jehanne.....	"The Dragon's Breath".....	600
Trinsic.....	Gargan.....	"The Scaly Eel".....	600

SEXTANTS

City	Merchant	Cost
Britain.....	Clint.....	100
Minoc.....	Owen.....	150
New Magincia.....	Russell.....	40
Trinsic.....	Gargan.....	80

CARTS

City	Merchant	Cost
Britain.....	Diane.....	120
Trinsic.....	Petre.....	60



Inns

(per person per night)

Britain.....	Wayfarer's Inn.....	10
Buccaneer's Den.....	The Fallen Virgin.....	10
Cove.....	The Out'N'Inn.....	8
Jhelom.....	The Bunk and Stool.....	5
Minoc.....	The Checquered Cork.....	8
New Magincia.....	The Modest Damsel.....	3
Paws.....	The Salty Dog.....	5



Taverns

Britain The Blue Boar (Lucy)

Beef	20
Ham	20
Mutton	6
Trout	5
Bread	4
Cake	3
Ale	5
Mead	15
Wine	5
Silverleaf	50

Britain The Blue Boar (Jeanette)

Beef	18
Ham	18
Mutton	5
Trout	4
Bread	3
Cake	2
Ale	4
Mead	12
Wine	4
Silverleaf	45

Buccaneer's Den The Fallen Virgin

Mutton	6
Flounder	5
Bread	5
Ale	5
Wine	5
Silverleaf	50

Cove The Emerald

Mutton	3
Trout	3
Bread	2
Cake	2
Ale	2
Mead	7
Wine	3
Silverleaf	30

Jhelom The Bunk and Stool

Ham	10
Jerky	25
Fish	3
Ale	2
Mead	5
Wine	2
Silverleaf	20

Minoc The Checquered Cork

Bread	3
Cheese	7
Grapes	2
Ale	3
Mead	10
Wine	5
Silverleaf	35

Moonglow The Friendly Knave

Ham	10
Mutton rations	12
Trout	2
Cake	2
Ale	3
Wine	4
Silverleaf	25

New Magincia The Modest Damsel

Jerky	12
Fish	5
Ale	2
Mead	5
Wine	1

Paws The Salty Dog

Jerky	12
Bread	2
Cheese	4
Grapes	1
Ale	1
Mead	4
Wine	2



Serpent's Hold Hallowed Dock

Ham	15
Mutton rations	16
Trout	3
Bread	6
Cake	1
Grapes	3
Milk	4
Cheese	3
Ale	2
Mead	10
Wine	5

Terfin Gargoyle Tavern

Ham	9
Mutton rations	12
Jerky	12
Flounder	2
Bread	1
Cake	1
Cheese	3
Grapes	1
Milk	3
Ale	1
Mead	7
Wine	2

Trinsic The Honorable Hound

Mutton	3
Flounder	3
Bread	2
Cake	2
Ale	2
Mead	7
Wine	3
Silverleaf	30



Vesper The Gilded Lizard

Mutton rations	20
Flounder	4
Bread	4
Ale	1
Mead	5
Wine	1

Vesper Gargoyle Tavern

Ham	10
Mutton rations	14
Cake	5
Ale	2
Wine	9

Apothecaries



Britain Kessler

Awakening	30
Curing	150
Healing	150
Illumination	50
Invisibility	100
Poison	15
Protection	150
Sleep	15
Silver serpent venom	50

Moonglow Mariah

Awakening	15
Invisibility	90

Vesper Wis-Sur

Awakening	10
Curing	150
Protection	150
Sleep	30

Miscellaneous

Mint in Britain

Pays 10 gold per nugget, 100 per bar

Jeweler in Britain

Ankh	200
Gem	75
Gold ring	100
Wedding band	150

Baths in Buccaneer's Den

Admission	300
Ale	5
Wine	5

New Magincia

Flowers (bouquet)	12
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Vetron's Guide to Weapons and Armour

Following this long list of merchants, Octavius handed me a book, "Vetron's Guide to Weapons and Armour," which he claimed was given to him by Klifin in Jhelom. He recommended I translate the information — for he could not — and present it to thee. While I doubt I am more capable than he for such I task, I offer what I can.

The first section apparently indicates the damage inflicted by a particular weapon. I have broken the ratings down into five categories: very low (VL), low (L), medium (M), high (H) and very high (VH). A sixth category (special — S) is reserved for those weapons whose effects seem to be immeasurably high.

WEAPONS

Axe, two-handed.....	VH
Blowgun	VL
Bow (arrow)	H
Cannon.....	S
Club.....	VL
Crossbow (bolt)	VH
Dagger	VL
Halberd	VH
Hammer	L
Hammer, two-handed	VH
Knife.....	VL
Mace	M
Main gauche.....	VL
Morningstar	M
Powder keg (lit).....	S
Sling	L
Sword.....	M
Sword, two-handed	VH*
Throwing axe.....	L
Torch (lit)	L
Triple crossbow (bolts).....	S
Whip	L

* almost a special (S) weapon

ARMOUR AND SHIELDS

Buckler	L
Chain armour.....	M
Chain coif	M
Chain leggings.....	M
Crested helm	H
Curved heater	H
Gauntlets.....	M
Gorget	H
Great helm	VH
Greaves.....	M
Kidney belt	L
Leather armour.....	L
Leather boots.....	L
Leather collar.....	L
Leather gloves.....	L
Leather helm.....	L
Leather leggings.....	L
Plate armour	VH
Plate leggings	H
Scale armour	M
Spiked shield	M
Wooden shield.....	M

The second section, armour and shields, follows the same principle as the first. However, here the ratings indicate the amount of protection from the effects of weapons and damaging spells. For armour, I have eliminated the very low (VL) category.

Note that the value is determined not just by the resistance of the material, but also by the location of the item. For example, leather armour covers a much greater area than a gorget, but the throat is a much more vital target than, for example, the lower chest. However, plate armour is of the same material as a gorget and protects a larger area. Therefore, it is ranked higher.

SPELLS



Jillian

Mages are almost as varied as the art they practice. Some prefer to select their spells based on a specific element, such as fire. Others choose based on how malevolent they want their effects to be. And still others combine these two methods and more! Typically speaking, the less complex a spell is, the greater the chance a particular mage will have it to sell—and the greater the chance that a studying wizard will be able to comprehend it! To illustrate, consider that all of Britannia's mages know every Linear spell and several First Circle spells, whilst the very same enchanter will know but, perhaps, no more than one or two in the Eighth Circle.

An interesting aspect of magic is that, although the caster must possess a certain degree of ability, spells of any circle may be transferred between spell books regardless of each individual's power. Of course, with the rather odd and mysterious direction that magic is currently taking, very few wizards can access any magic. Interestingly enough, this does not yet seem to affect their ability to transfer—that is, sell—spells.

VESPER

I know the least about Vesper's Gargoyle mage, **Wis-Sur**, though I am planning soon to visit him and learn more about his view's on the art of spell-casting. What I have seen and heard indicates that he concentrates his studies on the powerful effects of energy and the destruction of obstacles.

First Circle

Great Douse.....	30
Great Ignite	30
Light.....	30
Locate.....	30

Second Circle

Destroy Trap	50
Enchant.....	50
Fire Blast.....	50
Great Light.....	50

Third Circle

Curse.....	70
Paralyze.....	70
Poison.....	70
Swarm.....	70

Fourth Circle

Conjure	90
Lightning.....	90
Mass Curse	90
Reveal.....	90

Fifth Circle

Dispel Field	120
Explosion.....	120
Fire Field.....	120
Mass Sleep	120

Sixth Circle

Clone.....	140
Fire Ring	140
Flame Strike	140
Tremor.....	140

Reagents

Black Pearl.....	34, or best offer
Blood Moss	16, or best offer
Mandrake Root.....	32, or best offer
Spider Silk.....	20, or best offer
Sulfurous Ash	25, or best offer



MOONGLOW

Here in Moonglow, **Mariah** has chosen, and therefore sells, spells that will do the least amount of harm to others. Her goal was to find enchantments that would either pacify an opponent or affect its will.

First Circle

Create Food.....	60
Cure.....	80
Detect Trap.....	100
Light.....	40

Second Circle

Destroy Trap.....	100
Protection.....	80
Telekinesis.....	60
Wizard Eye.....	40

Third Circle

Heal.....	40
Peer.....	60
Protect All.....	100
Sleep.....	80

Fourth Circle

Mark.....	40
Recall.....	60
Seance.....	80
Unlock Magic.....	100

Fifth Circle

Charm.....	60
Dance.....	100
Fire Field.....	80
Invisibility.....	40

Sixth Circle

Cause Fear.....	80
Clone.....	40
Magic Storm.....	100
Sleep Field.....	60

Seventh Circle

Energy Field.....	100
Energy Mist.....	60
Mass Might.....	40
Restoration.....	80

Eighth Circle

Invisibility All.....	100
Resurrect.....	40
Swordstrike.....	80
Time Stop.....	60

Reagents

Black Pearl.....	8
Garlic.....	1
Ginseng.....	2
Mandrake Root.....	7
Night Shade.....	6



YEW

Nicodemus, in Yew, is known for his love of research. Thus, there is no predictable pattern in the spells he knows, except that they demonstrate a thirst for knowledge precluding any organization.

First Circle

Cure.....	25
Detect Trap.....	25
Great Ignite.....	25
Locate.....	25

Second Circle

Destroy Trap.....	45
Enchant.....	45
Protection.....	45
Wizard Eye.....	45

Third Circle

Paralyze.....	65
Peer.....	65
Poison.....	65
Swarm.....	65

Fourth Circle

Mark.....	85
Recall.....	85
Seance.....	85
Unlock Magic.....	85

Fifth Circle

Dispel Field.....	115
Explosion.....	115
Invisibility.....	115
Mass Sleep.....	115

Sixth Circle

Fire Ring.....	135
Magic Storm.....	135
Poison Field.....	135
Tremor.....	135

Seventh Circle

Death Bolt.....	155
Delayed Blast.....	155
Energy Field.....	155
Energy Mist.....	155

Eighth Circle

Death Vortex.....	185
Mass Death.....	185
Summon.....	185
Swordstrike.....	185

Reagents

Blood Moss.....	3
Garlic.....	2
Mandrake Root.....	5
Nightshade.....	5
Spider Silk.....	3



COVE

In Cove can be found **Rudyom**. He offers a greater variety than many other spellcasters.

First Circle

Awaken All.....	25
Cure.....	25
Detect Trap.....	25
Light.....	25

Second Circle

Destroy Trap.....	45
Fire Blast.....	45
Great Light.....	45
Telekinesis.....	45

Third Circle

Curse.....	65
Heal.....	65
Paralyze.....	65
Poison.....	65

Fourth Circle

Lightning.....	85
Mark.....	85
Recall.....	85
Seance.....	85

Fifth Circle

Charm.....	115
Dance.....	115

Fifth Circle Cont.

Explosion.....	115
Great Heal.....	115

Sixth Circle

Clone.....	135
Magic Storm.....	135
Poison Field.....	135
Sleep Field.....	135

Seventh Circle

Create Cold.....	155
Delayed Blast.....	155
Mass Charm.....	155
Restoration.....	155

Eighth Circle

Armageddon.....	185
Resurrect.....	185
Summon.....	185
Swordstrike.....	185

Reagents

Black Pearl.....	5
Blood Moss.....	3
Ginseng.....	2
Mandrake Root.....	5
Sulfurous Ash.....	4

BRITAIN

Lord British's advisor, **Nystul**, has chosen to concentrate on his ability to aid in the defense of our noble monarch. He once described to me what he considers to be the greatest application for the Eighth Circle spell, *Death Vortex*. Cast the spell on oneself, not on an opponent. Though he never revealed how, he did explain that this would greatly increase the spell's duration, and would have no ill effects upon the caster or his comrades.

First Circle

Create Food	35
Great Douse	35
Light	35
Locate	35

Second Circle

Enchant	55
Mass Cure	55
Protection	55
Telekinesis	55

Third Circle

Heal	85
Protect All	85
Sleep	85
Swarm	85

Fourth Circle

Conjure	95
Mass Curse	95
Reveal	95
Unlock Magic	95

Fifth Circle

Dispel Field	125
Fire Field	125
Great Heal	125
Invisibility	125

Sixth Circle

Cause Fear	145
Fire Ring	145
Flame Strike	145
Sleep Field	145

Seventh Circle

Death Bolt	165
Energy Field	165
Energy Mist	165
Mass Might	165

Eighth Circle

Death Vortex	195
Invisibility All	195
Mass Death	195
Time Stop	195

Reagents

Black Pearl	10
Blood Moss	6
Ginseng	4
Mandrake Root	10
Sulfurous Ash	8



TERFIN

In Terfin, the Gargoyle **Sarpling** is no wizard, himself, but he does sell reagents to the other members of his community, in addition to travelling mages who call on him.

Reagents

Blood Moss	2
Garlic	1
Ginseng	1
Sulfurous Ash	3

HEALERS



Leigh

Healers provide several valuable services. Not only are we able to enhance the body's natural healing process, but we can also eliminate many toxins that plague the body. Though our techniques vary in many ways — for example, Elad of Moonglow prefers to emphasize the curative aspects of herbs, whilst I am more fond of proper cleaning and bandaging — all healers must have a good grasp of magic to perform perhaps our most important service: resurrection.

However, to the patient, most of these issue are trivial, for few truly care how we perform our services, as long as we perform them well. Most who require our aid are concerned about quite another facet. Whilst we are all, I am sure, quite equally competent as healers, there is a noticeable difference in our prices. And this, coupled with our proximity in relation to the wounded, will be the greatest determinant of each healer's usefulness.

Lady Leigh then proceeded to dictate a list of all the healers she knows who offer services in the land. I include this with the sincere hope that it will never be of service to thee.

Britain	Csil
Healing	40
Curing Poison	30
Resurrection	450

Cove	Jaana
Healing	30
Curing Poison	15
Resurrection	400

Moonglow	Elad
Healing	25
Curing Poison	10
Resurrection	425

Serpent's Hold	Leigh
Healing	25
Curing Poison	8
Resurrection	385

Terfin	Inmanilem
Healing	25
Curing Poison	10
Resurrection	430

Trinsic	Chantu
Healing	30
Curing Poison	15
Resurrection	400

Yew	Reyna
Healing	30
Curing Potion	10
Resurrection	400



TRAINERS

As thou dost become more experienced, thou wilt be able to apply thy knowledge and practice to enhance thy skills and talents. This experience can be measured by the limits of thine advancement in each ability. The more knowledge and experience thou canst acquire, the better the training thou canst receive. And, as thou undoubtedly knowest, training leads to increased expertise.

STRENGTH

"Physical force is the essence of all activities," claims Menion, the trainer in Serpent's Hold. "Only by overcoming thine opponents with brute strength and moving obstacles from thy path can one be truly complete."

Strength is the measure of how much force an individual can apply against opposition, whether a living being or an inanimate object.

"And," adds Menion, "'Tis the best way to quickly eliminate an enemy!"

DEXTERITY

"There is nothing more beautiful than an arrow in flight, just before it strikes its mark."

Bradman teaches hand-eye coordination in the southeast area of the Deep Forest. He claims that "agility is the cornerstone of most physical movement. "Anyone can develop strong muscles, but only through coordination can those muscles act in harmony with the body and mind. Hitting thy foe with brute force is good, but hitting him in the right location, now that takes skill!"

INTELLIGENCE

"Intelligence measures how well an individual learns and assimilates new information. It is the basis upon which both man and animal may reach self-awareness," Perrin, a scholar in Yew, states while strolling through the forest.

"Intelligence is that intangible concept at which mankind grasps to better accept the theories and events which he observes. It is one's mental capabilities that enable him or her to transcend the material realm and comprehend the beauty in one's surroundings, and to explore all reaches of cognizance."

COMBAT

"Many elements make a good fighter," claims Zaksam, a weapons master in Vesper. "In battle, the warrior must be strong, quick and perceptive. He, or she — I don't want to offend anyone — needs the strength to hit harder, the skill to land the blow, and the intelligence to know when and where to strike."

Though Zaksam says he prefers to augment his style with his strength, he maintains that "the basis for good fighting does initially lie with the fighter's agility and skill."

MAGIC

"Magic is rather ephemeral, both in concept and in effect. Without insult, it is difficult to explain it to the lay person. Effectively, magic is the manipulation of Ether to produce paranormal events," says Jillian, a scholar and tutor in Moonglow.

"The theory of magic exemplifies the idea of 'mind over matter;' the practice, however, is considerably more chaotic, especially considering recent events."

Here, Avatar, is a list of the trainers in Britannia. Some spend more time on particular attributes than do other trainers. I have indicated those who do by labelling their training as "extensive." Shouldst thou require a trainer's instruction, I hope this sample will help thee.

Training

Location	Trainer	Training Available	Cost
Britain.....	Denby.....	Dexterity, Intelligence, Magic.....	75
Britain.....	Sentri.....	Dexterity.....	30
Britain.....	Zella.....	Dexterity, Combat.....	45
Buccaneer's Den.....	Lucky.....	Intelligence.....	35
Cove.....	Rayburt.....	Strength, Dexterity, Combat.....	60
Jhelom.....	De Snel.....	Combat (extensive).....	40
Minoc.....	Karena.....	Dexterity, Combat.....	20
Minoc.....	Jakher.....	Strength, Intelligence.....	20
Moonglow.....	Chad.....	Dexterity, Combat.....	45
Moonglow.....	Jillian.....	Intelligence, Magic.....	35
Serpent's Hold.....	Menion.....	Strength, Combat.....	45
Terfin.....	Inforlem.....	Strength, Dexterity, Combat.....	50
Terfin.....	Inforlem.....	Intelligence (extensive), Magic.....	50
Trinsic.....	Markus.....	Combat.....	20
Vesper.....	Zaksam.....	Combat (extensive), Strength.....	40
Yew.....	Bradman.....	Dexterity (extensive).....	30
Yew.....	Penni.....	Strength, Combat.....	35
Yew.....	Perrin.....	Intelligence (extensive), Magic.....	45



MY INQUIRIES, ARRANGED SEQUENTIALLY, WITH RESPONSES FROM THE WISPS AND THE TIME LORD



Wisps



Time Lord

- Q1.** *How shouldst the Avatar begin the search for clues in **Trinsic**?*
- W1.** The entity known as the "Avatar" must first search the stables carefully. Any item of importance should be taken for evidence.
- TL1.** The key found on the victim's body is integral to the Avatar's investigation. It will help to unlock both the mystery, and a chest in the victim's house. The Avatar shouldst speak again with the mayor, who will offer a solid base from which to begin the investigation.
- Q2.** *After the Avatar has found **the chest**, what should be done?*
- W2.** The "Avatar" will need to speak with the young "human" known as "Spark."
- TL2.** Inside the chest, the Avatar will find gold, a medallion and a scroll indicating that the gold was given as payment for an unknown service. Talking to Christopher's son, Spark, will yield useful information about an organization called The Fellowship, in addition to possible suspects.
- Q3.** *Is there anyone else with whom the Avatar shouldst speak?*
- W3.** The "human" who serves as a "guard," called "Gilberto," and the head of the organization known as "The Fellowship" will have information useful to the "Avatar."
- TL3.** Gilberto, who lies wounded at the healer's, will tell the Avatar about "The Crown Jewel," a ship headed for Britain. Klog will offer information about two travellers, both members of The Fellowship, who have also headed for Britain. The Avatar should now have enough information to present a report to Finnigan and gain the password.
- Q4.** *Where shouldst the Avatar go **after leaving Trinsic**?*
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- TL4.** Once in Britain, the Avatar should converse with Lord British, for he knows much about the events in his land. He will tell the Avatar about Britannia's recent troubles with magic and the Moongates, and also offer the Orb of the Moons. The Avatar shouldst not refuse that gift! In addition, Lord British will mention that Rudyom, the mage in Cove, has been experimenting with a substance known as blackrock to see how well its magical powers can reproduce the effects of the Moongates. He will request that the Avatar seek Rudyom out as soon as possible.
- Q5.** *Before leaving for **Cove**, is there anyone or anything else that could offer useful information?*
- W5.** Only the one known as "Batlin" must be contacted. But, there are other "humans" who are useful as information sources.

TL5. Batlin will tell the Avatar about the two travellers, Elizabeth and Abraham, and that they have gone on to Minoc. Despite any hesitations, the Avatar must know he will eventually find the desire or the need to join The Fellowship. Since Batlin is the only one who can administer the test, the Avatar's best chance to join will be during this first stay in Britain. As a show of faith, Batlin will ask the Avatar to deliver a sealed package to Elynor, The Fellowship head in Minoc. However, the Avatar will not be permitted to actually join until after having delivered the box to Elynor, in addition to any other quests which Batlin might conceive.

There are others who can offer a few clues to the Avatar while in Britain: Patterson, the mayor; Clint, the shipwright; Millie and Gordon. Though the Avatar may choose either city first — Minoc or Cove, the straightest path leads through Cove to Minoc.

Q6. *What shouldst the Avatar do while in **Cove**?*

W6. The entity known as "Rudyom" can answer the questions raised by "Lord British."

TL6. Rudyom will offer information about a strange, newly discovered substance known as blackrock. In addition, he will give the Avatar a transmutation wand, which he claims is necessary to enchant the material so it may be used as a gate. Unfortunately, the only result from the wand so far is the destruction of blackrock, not its enchantment! Reading Rudyom's notebook on blackrock will also reveal important information. There is little else in the way of clues in Cove.

Q7. *What is the first course of action upon reaching **Minoc**?*

W7. An event "you" call "murder" will have transpired. "I" suggest the "Avatar" speak with the other "humans" and note elements of the event. The "Avatar" should investigate the site thoroughly.

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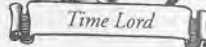
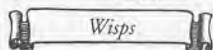
Q8. *What should the Avatar's do after speaking with **Elynor**?*

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TL8. Actually, there are two main pathways for the Avatar to follow. The first involves tracking Elizabeth and Abraham, whom Elynor will say have gone to Paws. The other option will involve seeking the guidance of the Gypsy, Margareta, who will tell the Avatar to seek out the Wisps.



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Q9. *Tell me first, if thou wilt, about the path leading to Elizabeth and Abraham in Paws.*

W9. In the city called "Paws" the "Avatar" must find and speak with the one known as "Feridwyn."

TL9. Feridwyn is The Fellowship member in Paws who runs the shelter for the needy there. Though Paws contains no actual Fellowship branch, Feridwyn is the closest thing there to a branch leader. He will tell the Avatar that, as usual, the two have left just one step ahead. This time, they are on their way to Jhelom.

Q10. *And in Jhelom? What wilt the Avatar find there?*

W10. "Jhelom" is without a branch of "The Fellowship." The "human" known as "Joseph," who functions as the mayor, must be contacted.

TL10. In Jhelom, Joseph will mention that the two travellers have arrived, but have already departed for Britain. Following Elizabeth and Abraham to Britain will enable the Avatar to contact Batlin and complete the induction requirements for The Fellowship.

There will be an opportunity and reason to ask De Snel, the trainer in Jhelom, about the serpentine dagger found in Minoc. The Avatar must be wary, for De Snel does not like secrets to get out, especially the knowledge that he is a Fellowship member!

Q11. *Will the Avatar find Elizabeth and Abraham upon arriving in Britain?*

W11. The "Avatar" will again be too late to find those who are being sought. However, contact with "Batlin" will still offer information of use to the "Avatar."

TL11. Although Elizabeth and Abraham will have already left for Vesper, the Avatar will have the opportunity to join The Fellowship and lose only a day of travel. Batlin will ask the Avatar to visit the dungeon Destard, in search of a chest full of gold.

Q12. *Will there be much difficulty in retrieving the chest?*

W12. The place called "Destard" is filled with many creatures "you" call "dragons." The entity known as the "Avatar" must defeat them or find ways to avoid them.

TL12. The best way to sneak past a dragon is with the Fifth Circle spell, *Invisibility*. There are also potions and rings that will perform the same duty. The Avatar must look south and east of the entrance for the chest. It will not be easy to locate, and will be empty instead of filled of gold.

Afterward, the Avatar will be inducted into The Fellowship, and given a medallion like the one found in Christopher's chest, at the next 9 p.m. meeting. Then it will be time to follow the two travellers, this time to Vesper.



Q13. *Whom shouldst the Avatar ask about Elizabeth and Abraham once in Vesper?*

W13. "Vesper" is without a branch of "The Fellowship." The entity known as the "Avatar" must seek out the "human" called "Auston."

TL13. Auston is the mayor of Vesper. While he knows nothing about The Fellowship, he will have been contacted by Elizabeth and Abraham about the local mines. Auston will tell the Avatar that he sent them to speak with Cador, who heads the local branch of the Britannian Mining Company. As usual, the Avatar will learn from contacting Cador that the travellers have already gone about their business, this time headed for Dagger Isle and the city of Moonglow.

Q14. *What will the Avatar find in Moonglow?*

W14. In the city called "Moonglow," the one named "Rankin" will give the "Avatar" the desired information.

TL14. Rankin, leader of the local Fellowship branch, will have just seen Elizabeth and Abraham off to Terfin, home of the Gargoyles. There is a branch of The Fellowship there, and the two travellers are continuing their journey to contact all of the Fellowship branch leaders.

Q15. *Who is the Fellowship leader in Terfin?*

W15. The "Avatar" shouldst speak with the "Gargoyle" known as "Quan."

TL15. Quan is the leader in Terfin. He will be quite friendly to the Avatar, and will acknowledge that Elizabeth and Abraham came to Terfin very recently. Unfortunately, they have already completed their duties and are on their way to the Meditation Retreat of The Fellowship, which is located on what was once called Avatar Isle.

Q16. *Who is in charge of this "Meditation Retreat?"*

W16. The "Retreat" is managed by only one "human." The "Avatar" must find the one called "Ian" to learn more.

TL16. Ian will have little to say unless the Avatar has already joined The Fellowship, in which case he will permit entrance into the Retreat. He will also admit that Elizabeth and Abraham stopped off at the Retreat on their way to Buccaneer's Den. However, before the Avatar will be able to track the two travellers any farther, it will be necessary to follow the destiny foretold by Margareta, the Gypsy in Minoc.

Q17. *What must the Avatar do to locate the Wisps?*

W17. How typically arrogant of "your" species, "human," to assume "you" will contact "me." "I" will choose to find the "Avatar" when a member of the race "Emp," identified as "Trellek," makes contact with "me."

TL17. To contact the Wisps, the Avatar must travel to Empath Abbey and speak with the monk, Taylor. Though he will have little useful knowledge about the Wisps, he can tell the Avatar about the Emps, a race of creatures who contact the Wisps often. He will inform the Avatar about the Emps' love for honey, and that it will be necessary to procure some for them before they will speak with the Avatar. Taylor will also warn about the dangerous giant bees, from whom the Avatar must gather the honey. In addition, Taylor will give the Avatar a smoke bomb to help pacify the insidious insects.

Q18. *Where canst the Avatar find the giant bees, and the honey?*

W18. Within the catacombs called the "Bee Cave" rests the hive of the giant "bees." It is there that "bees" make the substance known as "honey."

TL18. The Avatar may either use Taylor's smoke bomb to repel the bees or find Tseramed, a nearby ranger who hunts the bees regularly, to help put them to sleep with his special arrows. Once the Avatar has some honey, it will be time to seek out the Emp, Trellek, and ask him to join the Avatar's quest.

Q19. *What must the Avatar do to persuade Trellek to help speak with the Wisps?*

W19. The entity "Trellek" is very loyal to his "wife," known as "Saralek," and will do nothing without "her" permission. "The Avatar" must gain her acceptance.

TL19. Saralek will hesitate to accept Trellek's departure from the forest, and will refuse to grant permission until the Avatar has spoken with Salamon. Salamon, their wizened leader, is quite concerned about the depletion of Silverleaf trees. If the Avatar will find the logger, a man named Ben, and persuade him to discontinue his actions, Salamon will give her consent.

Saralek, however, will be too sad to fulfill the agreement, sending the Avatar back to Trellek, who will offer to construct an instrument that reproduces the sound of his whistling. Blowing the whistle in the abandoned mountain cabin where the Wisps are often found will reveal the Avatar's intentions, and summon a Wisp.

Q20. *What more will the Avatar learn from the Wisp that I have not yet mentioned?*

W20. "I" cannot tell "you" that information. The "Avatar" must ask "me" about the "human" called "Alagner" and his notebook. "I" will want information contained within the notebook.

TL20. Alagner resides in New Magincia, and can be found in his house on the northern tip of the island. Also, the Avatar must ask the Wisp about me, for I will be using the Wisp to transfer messages to the Avatar.

Q21. *How can the Avatar acquire the notebook for the Wisp?*

W21. "Alagner" will send the Avatar to the city called "Skara Brae." Fulfill his quest. Bring "me" the notebook.

TL21. Alagner will ask the Avatar to answer the question of life and death. The Avatar must travel to Skara Brae and find the one called "the Tortured One," whose true name is Caine, to learn the answer to that question.

Q22. *Will Caine give the answers freely, or must the Avatar solve a quest for him, too?*

W22. The one called "Caine" will demand the fulfillment of a long and dangerous quest.

TL22. Caine's quest will involve the destruction of a powerful liche who has taken control of the island. Skara Brae's healer, Mordra, will offer many suggestions about how to complete the task, though speaking with all of the town's once-living residents will be necessary.

Q23. *What is the first task the Avatar must perform?*

W23. The "Avatar" must find a way to awaken "Trent" from his single-minded state, so that "he" can finish the cage needed to trap the creature called "Horance the Liche."

TL23. In Trent's blacksmith shop, the Avatar will find a music box that Trent once gave to his wife, Rowena. Using the box before her in the Liche's Dark Tower will bring her from her reverie, but only once! Before she slips back into her unconscious behavior, the Avatar must gain her wedding ring. Presenting the ring to Trent will break the spell upon him, and he will then be able to think clearly.

Q24. *Will Trent be able to finish the cage?*

W24. The one known as "Trent" will be without the proper materials. "He" will need an iron bar.

TL24. Any iron bar from the cemetery will have enough material to permit Trent to finish his cage. However, the cemetery is a very dangerous place, especially at night!

Q25. *Once the cage is constructed, how does the Avatar use it upon the liche?*

W25. The one called "Mordra" will again prove useful in solving the "Avatar's" task.

TL25. Mordra's information will prove instrumental at this point. The Avatar must concoct a magical potion with the help of the alchemist, Caine. Mordra will know the ingredients for the formula, as well as their proportions, for the Avatar must not follow those given by the mayor.

Once the potion is completed, the Avatar must dip the finished cage into the Well of Souls, located in the back of the Dark Tower, to give it the necessary enchantments.

At midnight, when the liche begins his Black Service and is reclining on his altar, the Avatar must trap him in the cage and then pour the magical potion over him. This will dissolve the bonds that hold the liche together, freeing Horance, who was trapped within his own body.

Q26. *How will Horance react to the Avatar, once he is freed?*

W26. The one called "Horance" will be thankful and offer a reward, but will also have a task for the "Avatar" to perform.

TL26. Horance will be overcome by guilt, for he is responsible for Trent and Rowena's sadness. He will bid the Avatar to take her to the blacksmith and reunite them. However, there will be yet one more task to complete. The Well of Souls must be destroyed.

Horance will ask the Avatar to find a willing sacrifice among the lost souls of Skara Brae. Though the mayor will finally agree to fill the obligation, the Avatar must first make the request of all the others. Only then will Forsythe comply.

Q27. *Will Caine offer the answers to the question of life and death when the lost souls are released?*

W27. The answers will come as no surprise, for they are what the "Avatar" already knew.

TL27. Caine's ironic reply will be that there are no answers to life and death. Only foolish mortals seek to learn that which is unlearnable, and to ask that which is unanswerable.



Q28. Will my mentor now provide for the Avatar the **notebook**?

W28. The one called "Alagner" will offer his notes. "He" will also offer recompense for "their" safe return. That will be agreeable to "me."

TL28. Alagner will lend the Avatar the key to his storeroom. There the notebook is located, which I recommend that the Avatar read. When the book is presented to the Wisps, they will read and return it, and meet their end of the bargain, offering more information. However, upon the Avatar's return visit to Alagner, he will be dead! By peering into Alagner's crystal ball, the Avatar will see what has transpired.

Q29. What if the Avatar wishes to contact the **Time Lord**?

W29. "I" can help "the Avatar" by activating the device called "the Orb of the Moons." "He" is located within the place known as "the Shrine of Spirituality."

TL29. When the Avatar contacts me, I will be trapped. Sensing something is abnormal about the dungeon Despire, I will send the Avatar there to learn what is preventing me from leaving, for I will not yet know (or have forgotten — whichever you prefer) at that time. In Despire, the Avatar will find a sphere-shaped generator that is affecting my ability to shift through time. Nicodemus, in Yew, can enchant an hourglass, which will be necessary for the Avatar to enter and destroy the generator.

Q30. Where canst the **hourglass** be found?

W30. The one called "Nicodemus" will have a faint recollection of selling the hourglass.

TL30. Nicodemus once sold the hourglass to an antique vendor in Paws. Beverlea, who owns the House of Items, still has it for sale. However, Nicodemus will admit that he is unable to enchant the hourglass until the disturbance in the ether is fixed.

Q31. What canst the Avatar do to return the **ether** to its normal state?

W31. There is one "human" who can help the "Avatar." "She" is asleep in the city called "Moonglow."

TL31. Penumbra, a mage in Moonglow, put herself to sleep two centuries ago, mandating that only the Avatar could awaken her. To enter Penumbra's house, the Avatar must place a hammer, a gold ring, a lockpick, a spindle of thread and some other form of gold side by side next to the plaques in the front. Only one plaque will appear at a time, and therefore, only the necessary item for that plaque should be set down beside it.

Once inside, the Avatar will need an orange potion to actually awaken her the first time. Subsequent attempts after the first success will require only the Linear spell *Awaken*.

Q32. What solution will **Penumbra** have to offer?

W32. "Penumbra" will need protection from the effects of "the ether." Then, "she" will be able to communicate with the "Avatar."



TL32. Penumbra will have researched enough to know that blackrock acts as a barrier between the ether and whatever is affecting it. She will send the Avatar to the mine in either Vesper or Minoc to procure four chunks of the substance. Placing each chunk on a pedestal in her room will shield her from the mysterious waves.

Noting the location from which the harmful waves are emanating, Penumbra will send the Avatar to the dungeon Deceit. There will be found a second generator, this one shaped like a **tetrahedron**. Upon the Avatar's return to Penumbra, she requests that the Avatar locate the Ethereal Ring, which will permit its wearer to enter the Tetrahedron.

Q33. Where couldst the Avatar find this **ring**?

W33. The ring is owned by the "Gargoyle" called "Draxinusom," who resides in the city, "Terfin."

TL33. Sadly, Draxinusom was forced to sell the ring to Martingo of Spektran when the Gargoyles moved to Terfin. Martingo, does, indeed, still possess the ring, and will give it to the Avatar providing his stone harpy can be conquered. Killing the harpy will yield the key to Martingo's vault, where the ring is located.

Q34. What must be done once the Avatar has the **ring**?

W34. The ring must be returned to the one known as "Penumbra." "She" will enchant the ring, allowing the "Avatar" to enter the "Tetrahedron."

TL34. Once the ring has been enchanted, the Avatar will be able to safely enter the Tetrahedron generator. Inside, however, lurks a creature of terrible might that must be slain to destroy the Tetrahedron. After that task has been completed, a smaller Tetrahedron will remain in place of the larger one. The Avatar will have great use for the smaller generator, and should take it.

Q35. What will destroying the **Tetrahedron** generator do?

W35. The destruction of the large "Tetrahedron" will permit the substance known as "ether" to flow freely. "Magic" will no longer be difficult for "humans" to use.

TL35. Nicodemus will now be able to enchant the hourglass. Using the hourglass will permit the Avatar to step inside the Sphere in Despire. By solving the puzzle of the red and blue Moongates, the Avatar can obtain the smaller Sphere within. This, too, is an important key to solving the Avatar's quest, and should be kept like the small Tetrahedron.

At this point, I will speak, commanding the Avatar to travel to the Meditation Retreat. It is important to remember that the Avatar must have joined The Fellowship by now to gain admission to the Retreat.

Q36. Once the Avatar has been admitted to the **Meditation Retreat**, what must be done?

W36. The "Avatar" must now locate and enter another dungeon. It can be found within the "Retreat." When necessary, the "Avatar" will be able to contact the entity called the "Time Lord."

TL36. Inside the Retreat dungeon the Avatar will find a third generator device, this one cube-shaped. The Avatar can learn what to do next by using the hourglass to speak with me.

Q37. How can the Avatar enter the **Cube** generator?

W37. The entity known as "the Avatar" must first obtain the mineral known as "Caddellite." This will provide protection from the effect of the "Cube."

TL37. To learn about Caddellite, the Avatar shouldst speak with the observatory head in Moonglow. There, the Avatar will learn that a meteorite containing this unique mineral struck the island, Ambrosia, ages ago. From the Lycacum head the Avatar will learn the location of the sunken land. Once in Ambrosia, the Avatar must defeat the three-headed hydra before collecting any of the Caddellite.

Q38. *What can the Avatar do once the **Caddellite** has been procured?*

W38. In "Minoc" the "human" called "Zorn" can use the "Caddellite" to aid the "Avatar."

TL38. Zorn is a metalsmith and armourer. He can mold the Caddellite into a helmet that will protect the Avatar, allowing entrance into the Cube.

Before entering, however, the Avatar will need to defeat the swordswoman, Iriale. And once inside the generator, the Avatar must solve a puzzle, avoiding the dangerous fire traps designed to prevent access to the smaller Cube. After the small Cube is obtained, I will again speak, telling the Avatar to carry it to Buccaneer's Den.

Q39. *What shouldst the Avatar do upon visiting **Buccaneer's Den**?*

W39. If the "Avatar" has the small "Cube," there are many "humans" who can provide information.

TL39. Assuming the Avatar has possession of the little Cube, the first person to speak with is Danag, who is the temporary head of the local Fellowship branch. Danag will reveal much about Hook, Elizabeth and Abraham, and also a "special project." Any of the courtesans at The Baths will tell the Avatar about the secret passages in the mountains. In addition, speaking with Sintag will earn the Avatar the key necessary to enter the secret passages.

Q40. *What will the Avatar find in the **secret mountain passages**?*

W40. Within the tunnels, the "Avatar" will find the home of the "human" called "Hook."

TL40. Hook's abode will offer a number of important clues and items. There he has stored the navigational notes for the Crown Jewel. Also, he has the Black Gate key, which will lead the Avatar through the barrier on Avatar Isle. In addition, the Avatar will find a list of victims who are to be, or have been, executed by members of The Fellowship. The only two people left alive on the list are Lord British and the Avatar.

Also in the passages is The Fellowship's torture chamber, where enemies of The Fellowship are held prisoner. The exit is found through The Baths or the Fellowship Hall.

Q41. *From **Buccaneer's Den**, where shouldst the Avatar go?*

W41. The search will lead the "Avatar" to the "island" known as "Avatar Isle." There, the "Avatar" will find answers to many questions.

TL41. The Black Gate key will gain the Avatar entrance into the dungeon on Avatar Isle. Once inside, the Avatar will find the Black Gate — along with Elizabeth, Abraham, Hook and his companion, Forskis, all quite ready to add the Avatar's name to the list of murdered victims.

Q42. *If the others are slain, how wilt the Avatar be able to **destroy the Black Gate**?*

W42. First, the entity called the "Avatar" must use the smaller "generator" shapes to negate the "barriers." Then the "Black Gate" may be destroyed.

TL42. Each generator must first be set atop a pedestal. Once this is done, the Avatar must use Rudyom's transmutation wand upon the gate. All of this must be done quickly, for the Guardian will be attempting to come through the Black Gate simultaneously!

The fate of Britannia lies in the hands of the Avatar, and even I cannot know the outcome.

CONCLUSION

My work is brought to an end. If thou art reading this now, without my presence, then I have already been caught by The Fellowship, and am likely dead. I have not the strength to resist torture, so thine enemies will have learned much from me. Time is of the essence, as the cliché goes, and this time is no different.

I have spent the better part of a year asking questions of strangers and traversing mountain ridges. I travelled the length and breadth of the land more than twice to gather that which this tome contains. My cost to the Wisps was high, for their price for information is more information. And the gathering of information takes time.

The point of this is not to solicit feelings of guilt, but to give reason for my request, nay, my begging. Please, Avatar, please, do not let my work have been for naught. Gather thy companions, take thy ankh, sword and shield, and pull Britannia from the depths to which it has sunk.

Thou art our final hope ...

Anton of New Magincia



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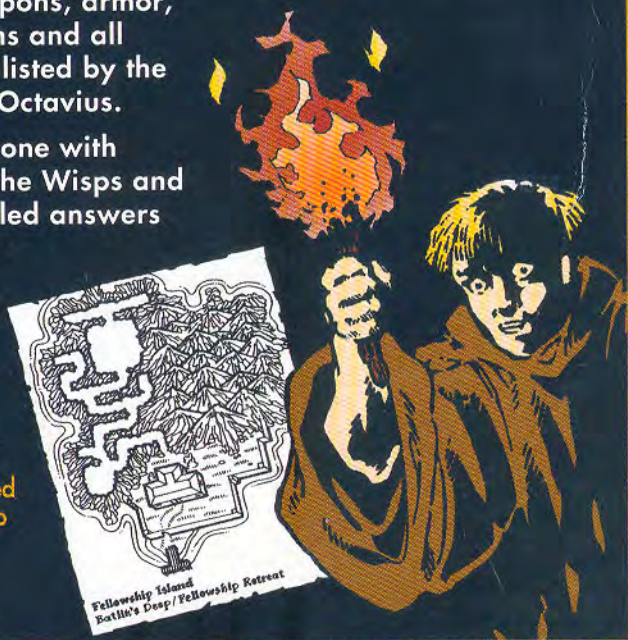
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